

"STAKES Part 1: Marceline the Vampire Queen"

1034-212

Final Board

Date 01/21/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 01/21/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Ako Castuera
& Jesse Moynihan

Animation Studio
RDK

MAR 24 2015

1034/212

1034/212

1034/212

Start

ADVENTURE TIME



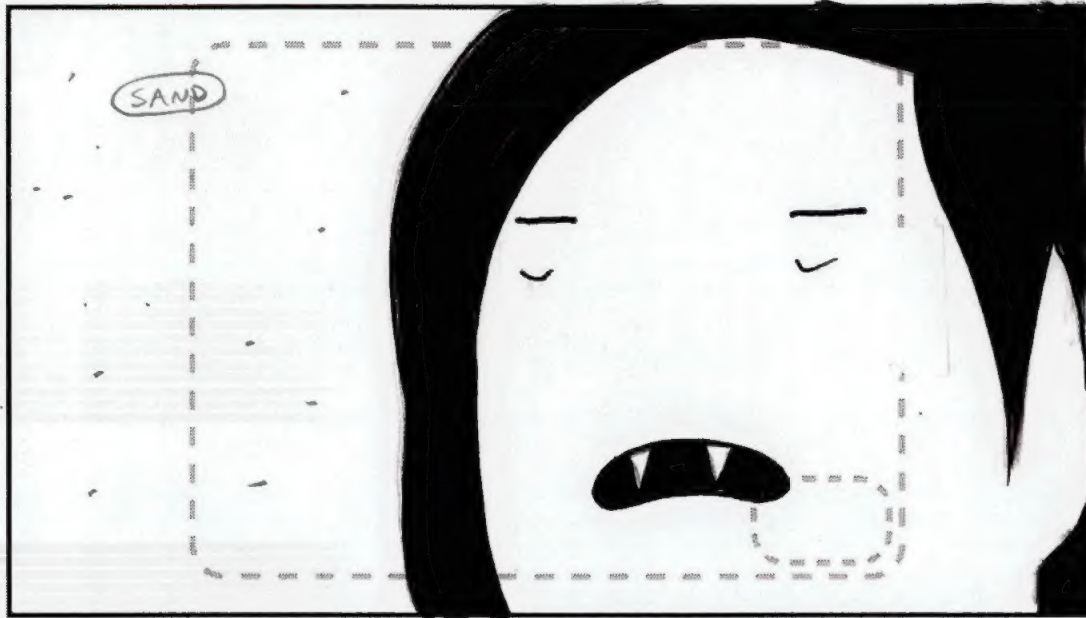
Page 1

Sc. 01

Pnl. A

Bg.

day night

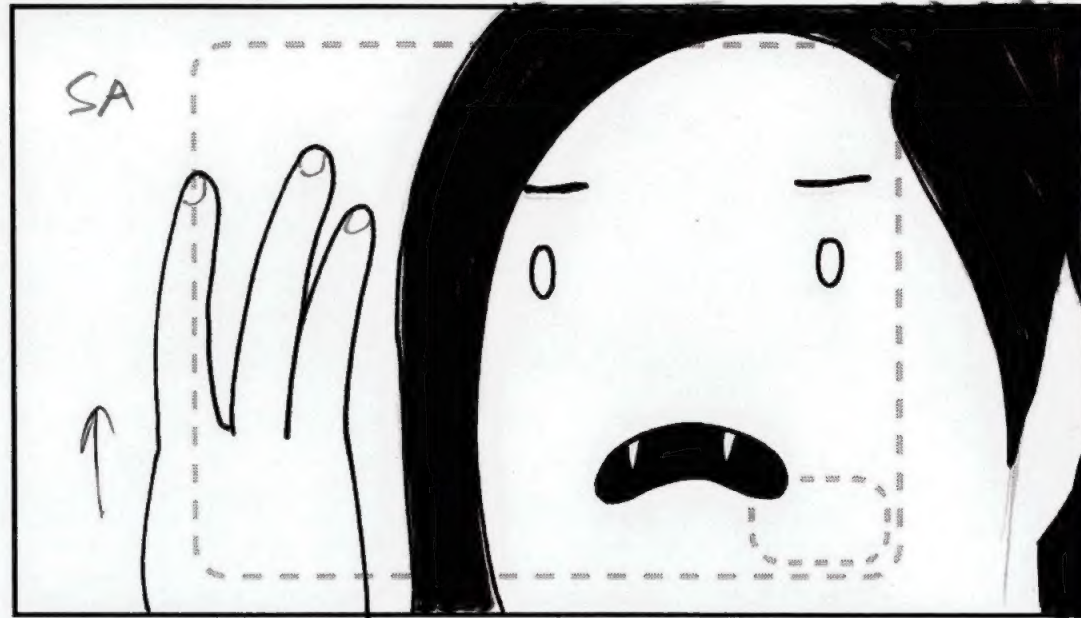


Sc. 01 CONT

Pnl. B

Bg.

day night



Handwritten initials 'H' and 'C' with a checkmark.

1034-212

EPISODE #

1034/212

Dialog:

(M) C'mon Marce

(M) It'll only hurt for a second

Action:

- M. HOLDS UP HAND

MAR 24 2015

Timing:

Production:

1034/212

1034/212

Hu
cut

ADVENTURE TIME



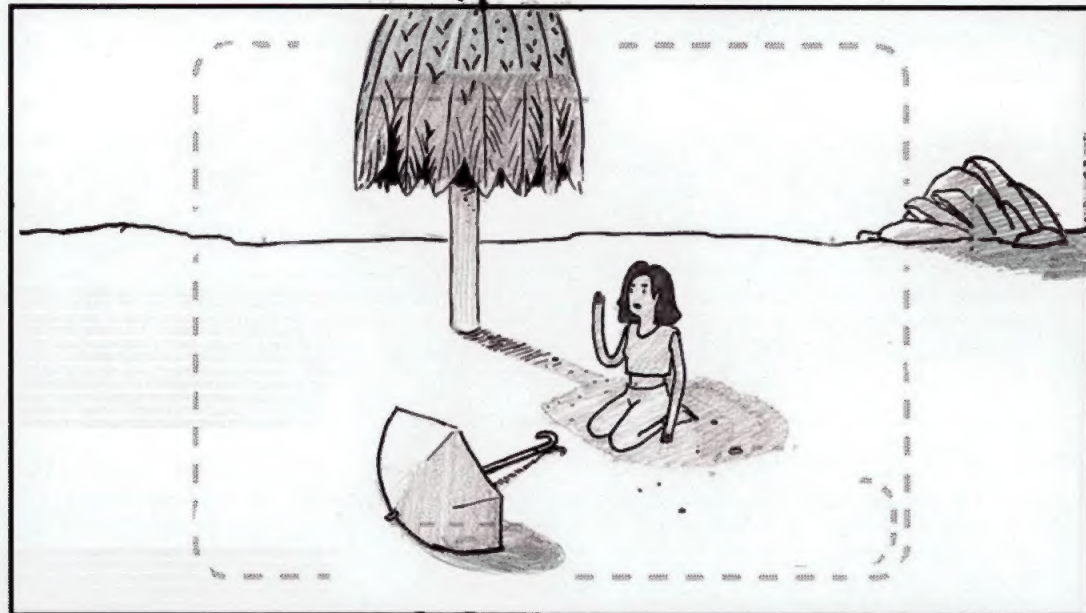
Page 2

Sc. 2

Pnl. A

Bg.

day night

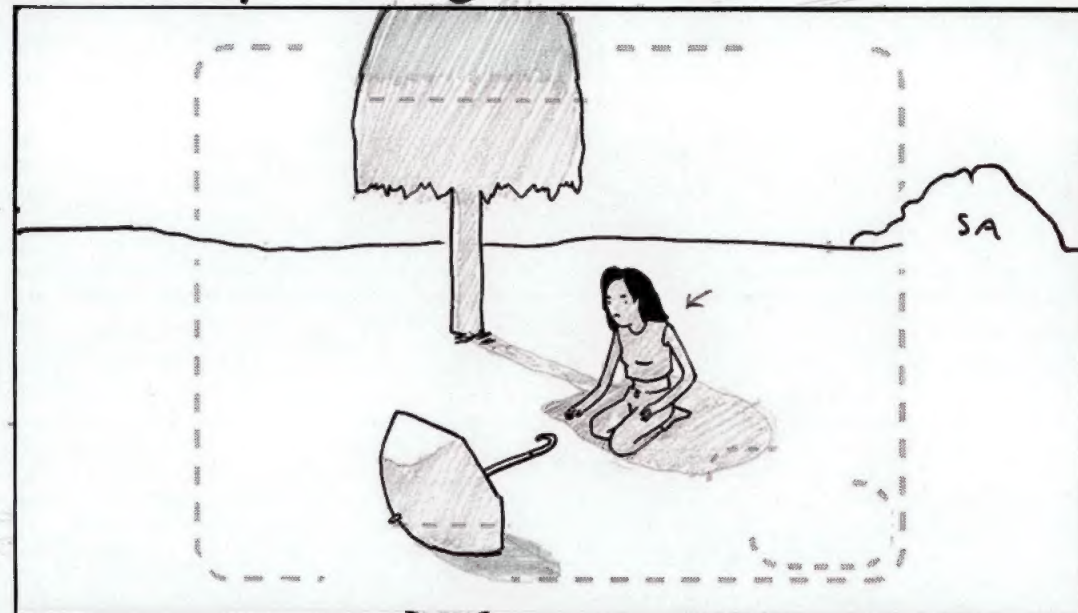


Sc. 2 cont

Pnl. B

Bg.

day night



Hu
cut

EPISODE #

1034-212

1034/212

Dialog:

(M) THAT'S NOTHING IN THE
FACE OF ETERNITY...

Action:

- M. SITS IN THE SHADE OF A PALM TREE
HER UMBRELLA LIES OUTSIDE THE SHADE

- M. LEANS FORWARD.

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Timing:

Production:

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1034/212

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1034/212

HO
cut

ADVENTURE TIME



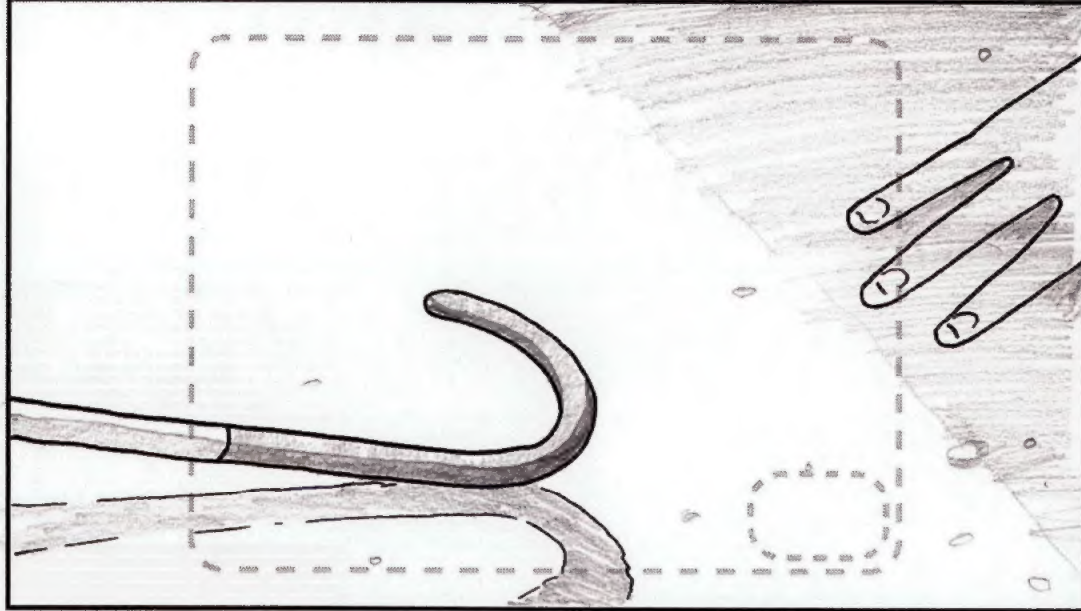
Page 13

Sc. 3

Pnl. A

Bg.

day night

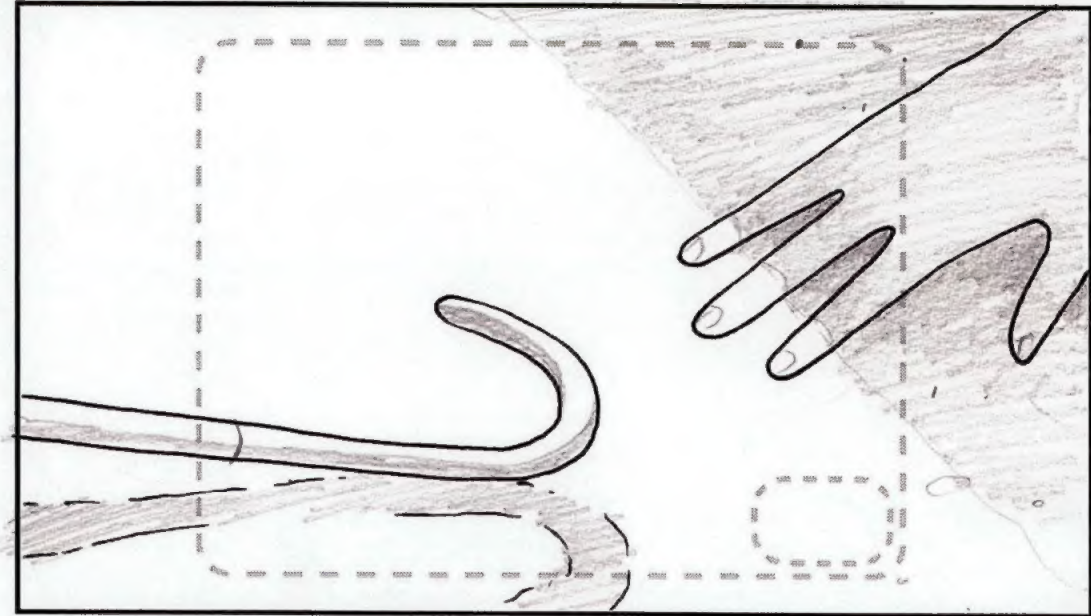


Sc. 3 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- M'S FINGERS CROSS INTO SUNLIGHT,

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

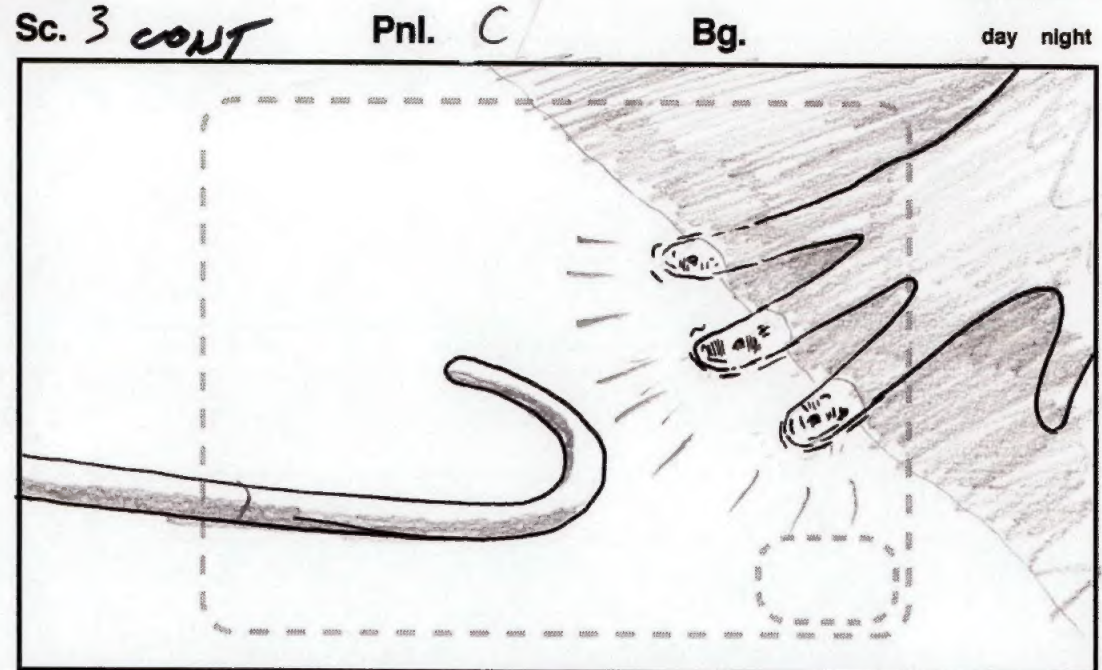
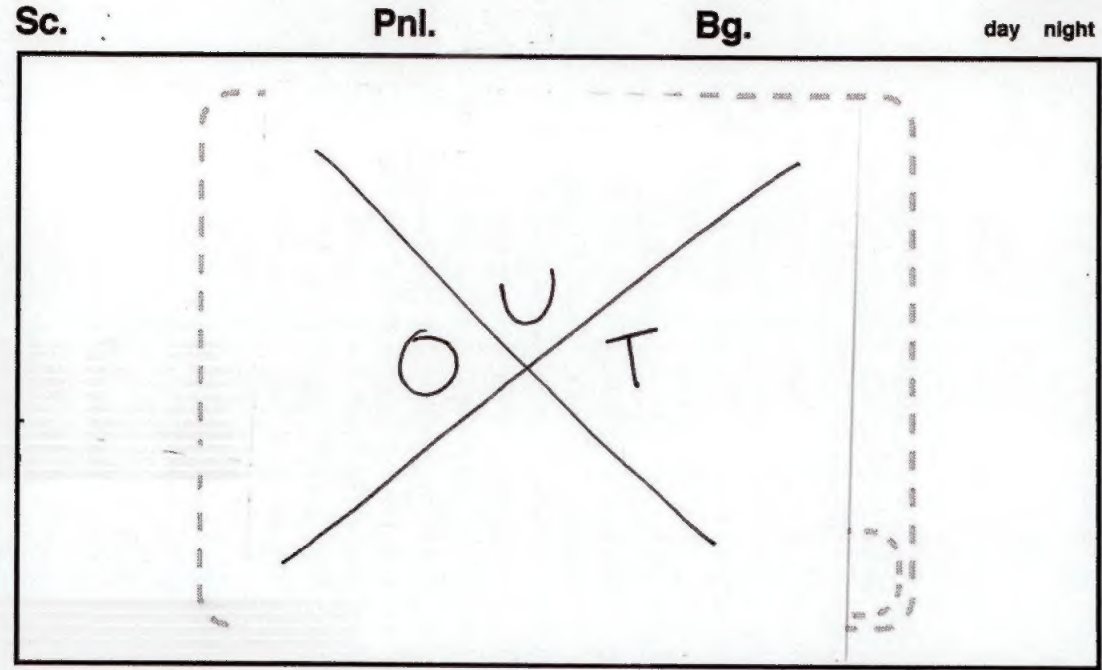
Production:

1034/212

ADVENTURE TIME



Page 4



Dialog:	
Action:	- M'S FINGERTIPS START BURNING.
Timing:	MAR 24 2015

EPISODE # 1034-212

1034/212

Production:

1034/212

1034/212

1034/212

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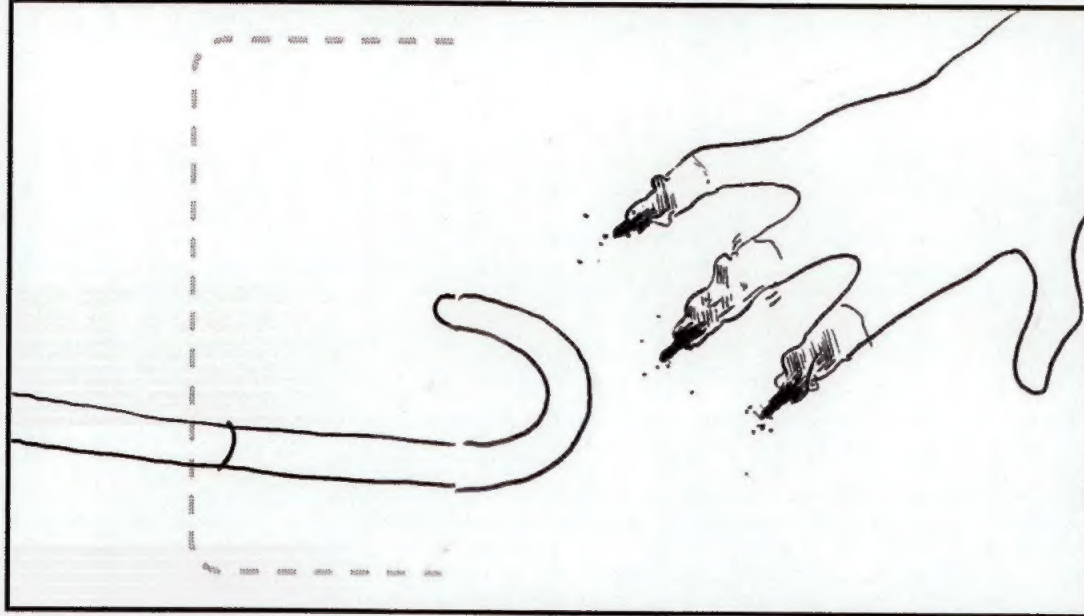


Page 5

Sc. 3 *CONT* Pnl. D

Bg.

day night

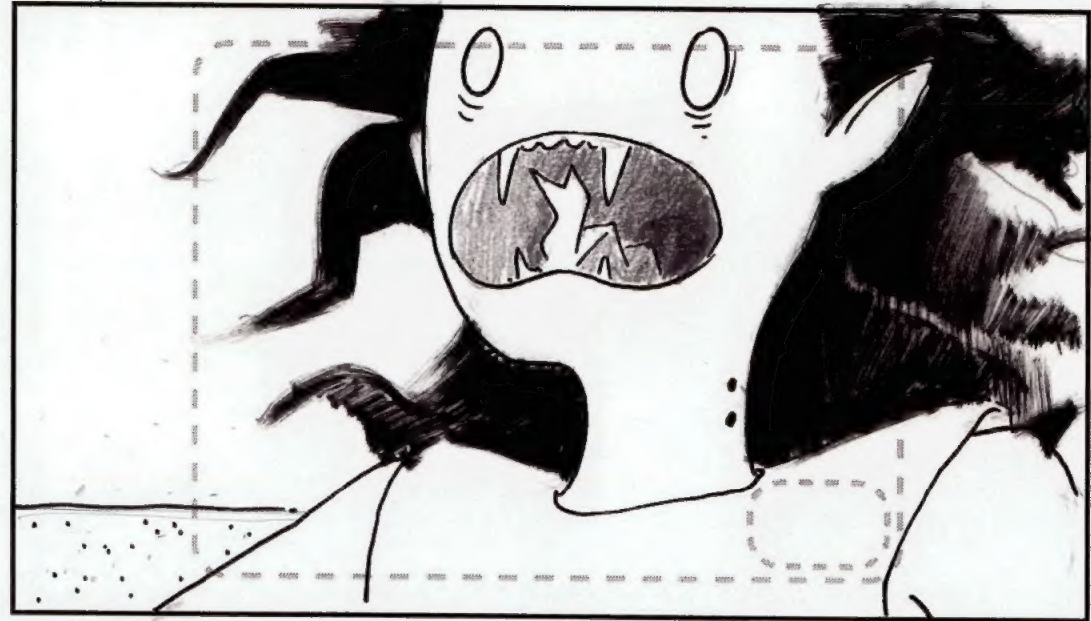


Sc. 4

Pnl. A

Bg.

day night



Dialog:

*(SFX) * sizzle . sizzle **

(M) (Scream kind of musically if possible) ♪

MAR 24 2015

Action:

Timing:

SP



EPISODE #

1034-212

Production:

1034/212

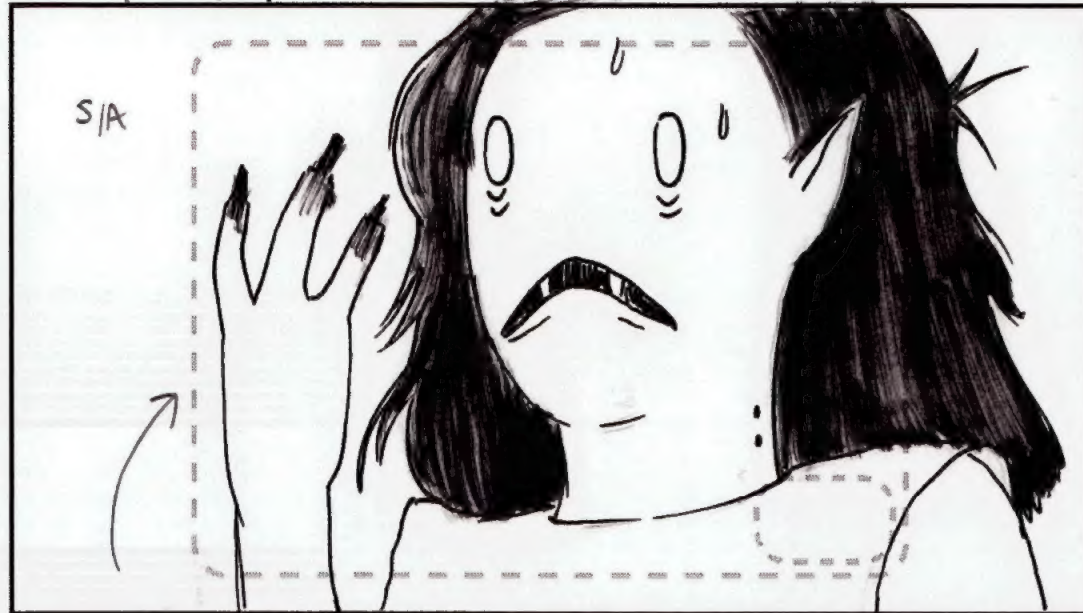
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ADVENTURE TIME



Page 6

Sc. 4 CONT Pnl. B Bg. day night



Sc. 4 CONT Pnl. C Bg. day night



Dialog:

(M) A SECOND HURTS REALLY BAD

(M) IN THE FACE OF ETERNITY.

Action:

- M. RETRACTS HAND.

MAR 24 2015

Timing:

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EPISODE #

1034/212

Production:

1034/212

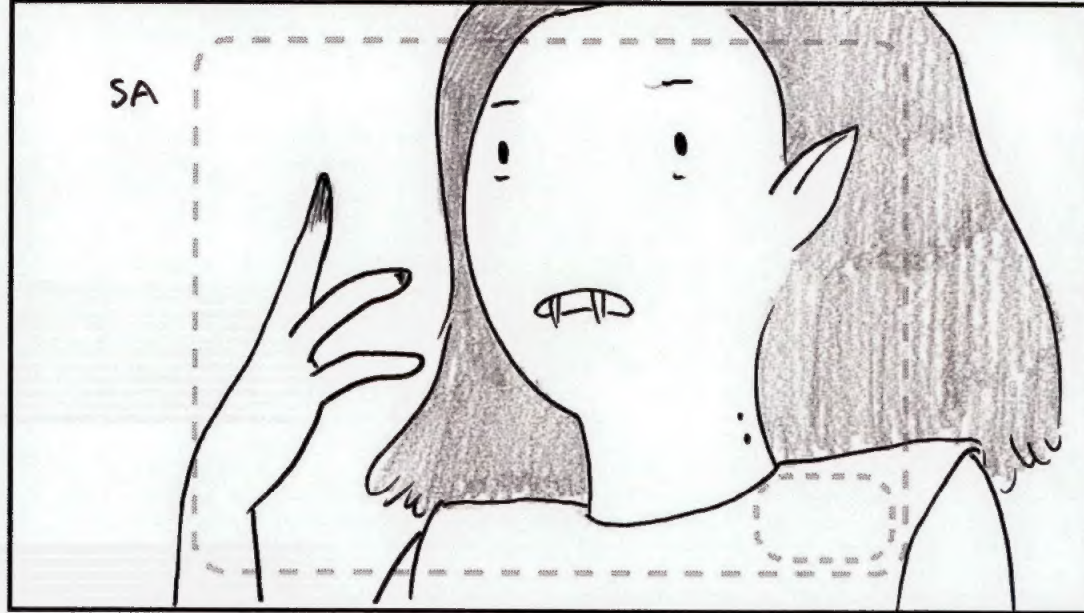
1034/212

ADVENTURE TIME

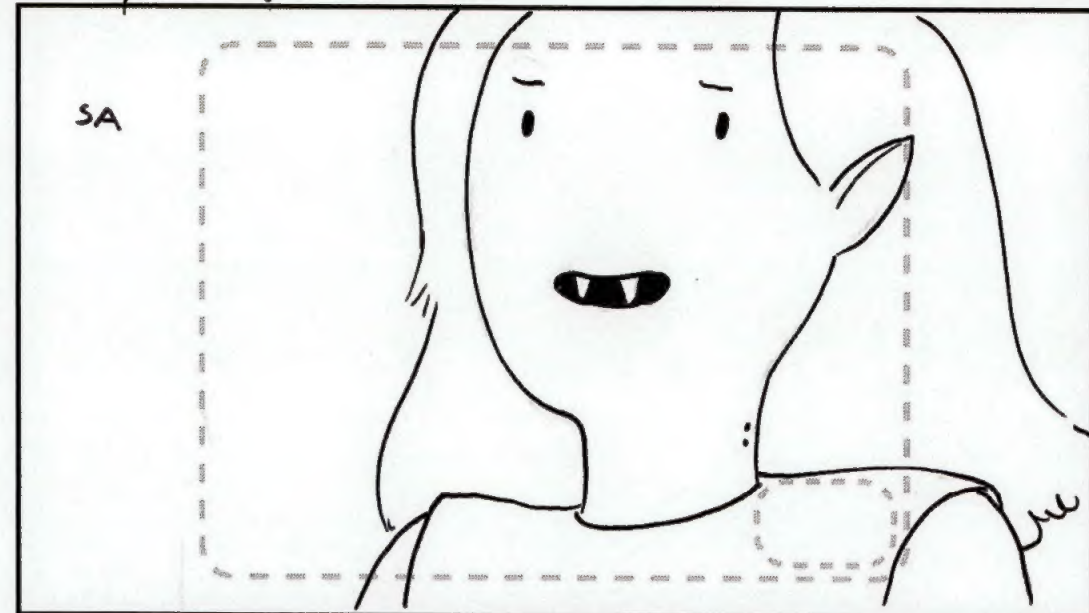


Page 7

Sc. 4 CONT Pnl. D Bg. day night



Sc. 4 CONT Pnl. E Bg. day night



Dialog:

(M) But ...

(M) only for a moment.

Action:

MAR 24 2015

Timing:

EPISODE #

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Production:

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1034/212

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1034/212

HW
CUT

ADVENTURE TIME

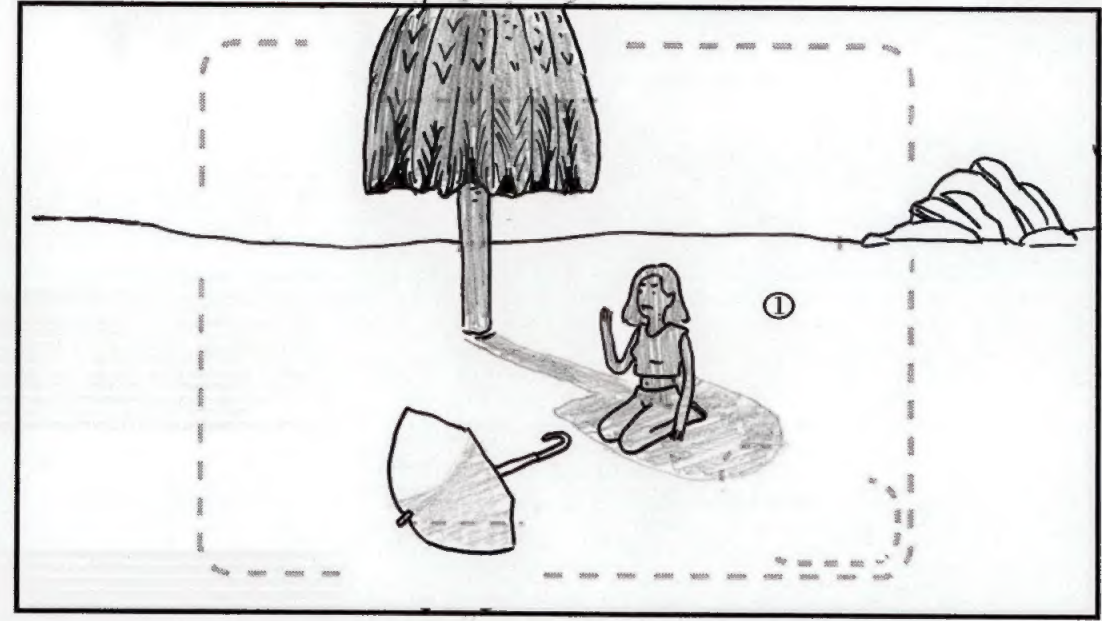


Sc. 05

Pnl. A

Bg.

day night



Sc. 05 cont

Pnl. B

Bg.

day night



Dialog:

(M)/(scream)

Action:

Timing:



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Production:

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ADVENTURE TIME

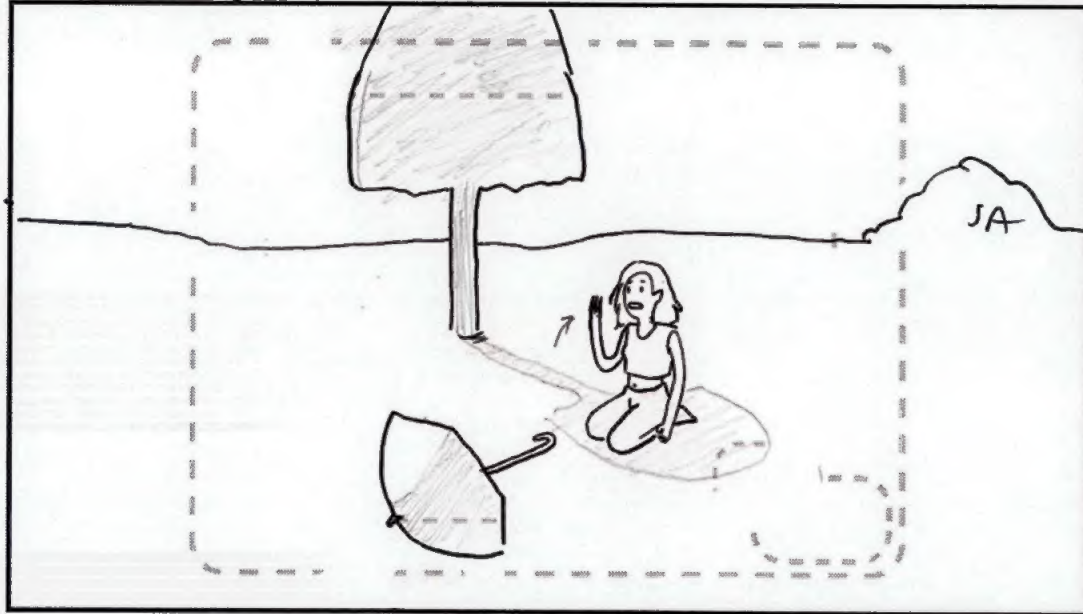


Sc. 5 CONT

Pnl. C

Bg.

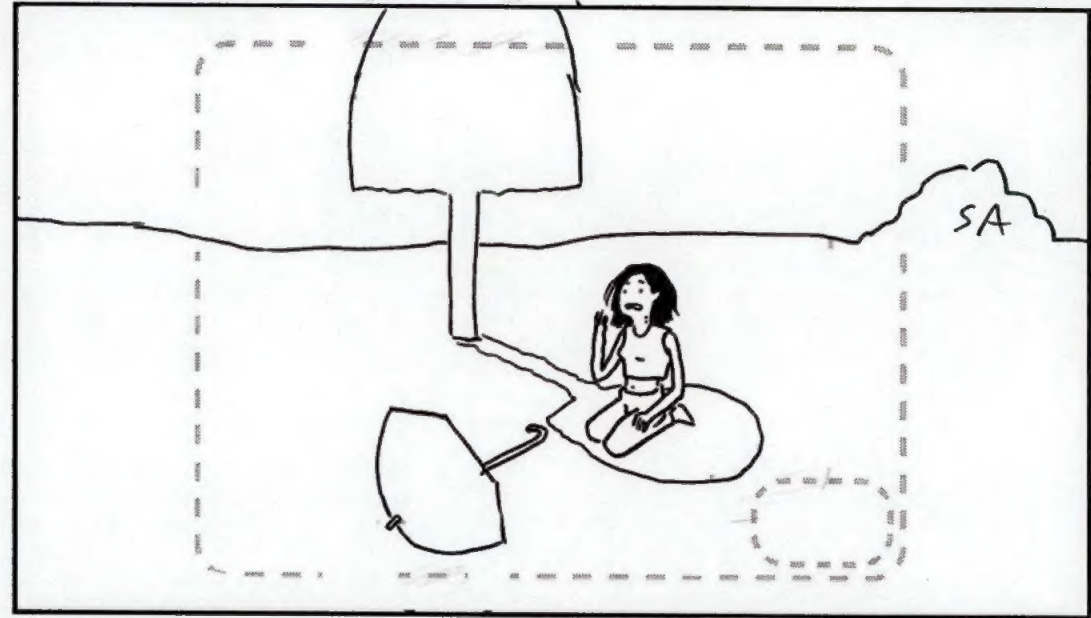
day night



Sc. 5 CONT

Pnl. D

Bg.



Page 9
NO PG 10
day night

Hu
aw

1034-212

EPISODE #

1034/212

Dialog:

Action:

- M. PULLS BACK AGAIN.

- M. FROWNS.

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Timing:

Production:

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HW
Ct

ADVENTURE TIME



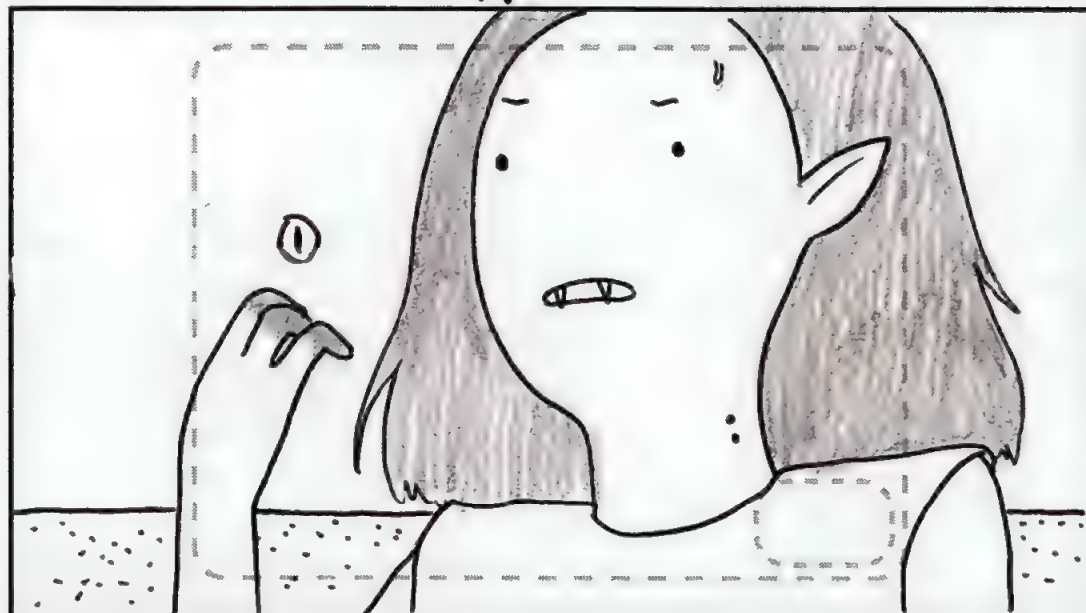
Page 11

Sc. 06

Pnl. A

Bg.

day night

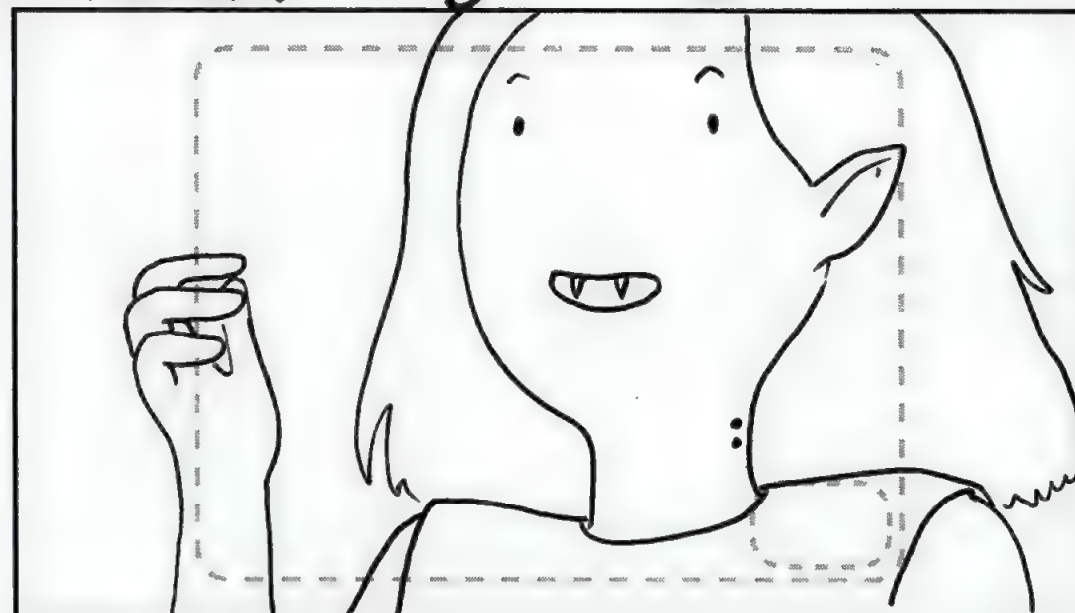


Sc. 06 CONT

Pnl. B

Bg.

day night



Dialog:

(M) Wait...

(M) I have an even better idea

Action:



Timing:

MAR 24 2015

HW
Ct

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Production:

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MC
CUT

ADVENTURE TIME



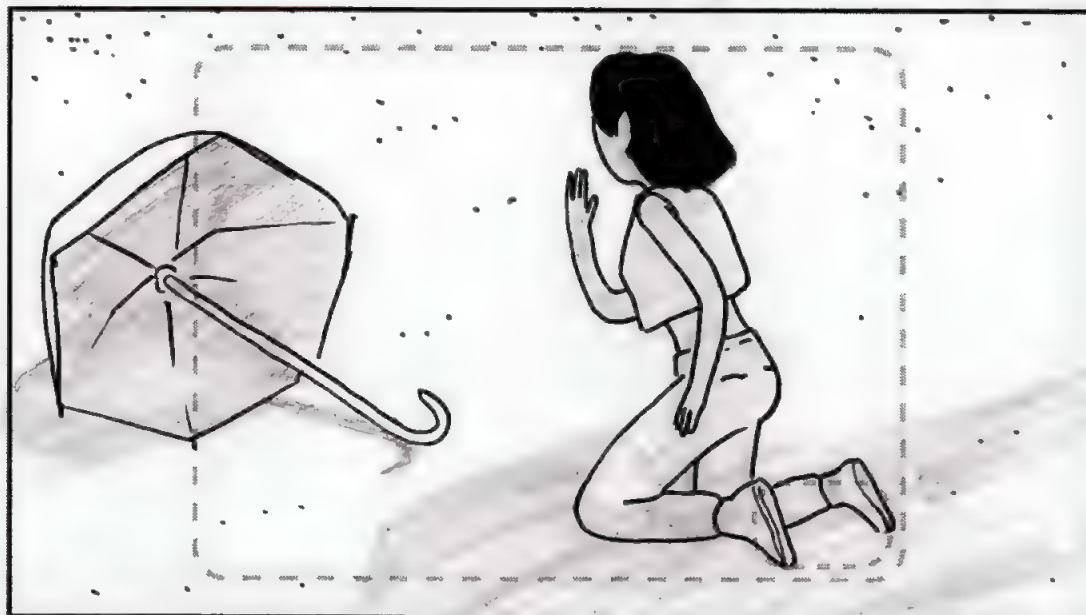
Page 12

Sc. 7

Pnl. A

Bg.

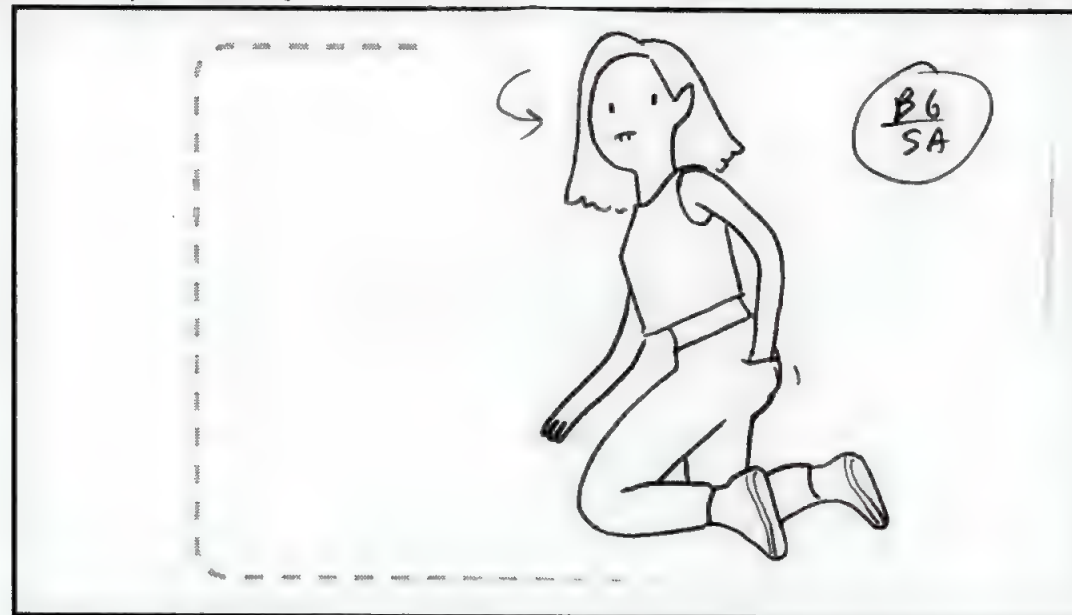
day night



Sc. 7 CONT Pnl. B

Bg.

day night



Dialog:

Action:

-M. DIGS IN POCKET.

MAR 24 2015

Timing:

EPISODE #

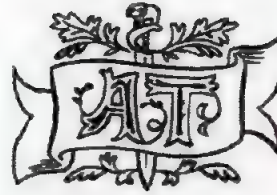
1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



110
cut

Page 13

Sc. 07 *CONT* Pnl. *C*

Bg.

day night



Sc. 08

Pnl. *A*

Bg.

day night



Dialog:

Action:

-M PULLS OUT BOTTLE OF SUNSCREEN.
(REF. PRINCESS DAY)

MAR 24 2015

Timing:

EPISODE #

1034-212

Production:

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ADVENTURE TIME



Page 14

Sc. 8 CONT

Pnl. B

Bg.

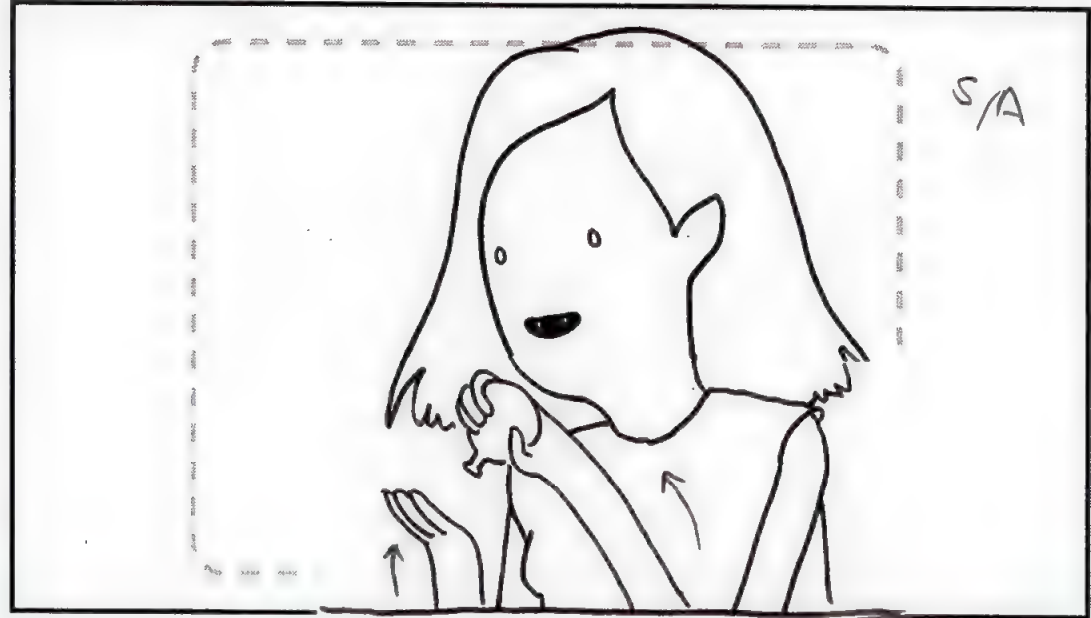
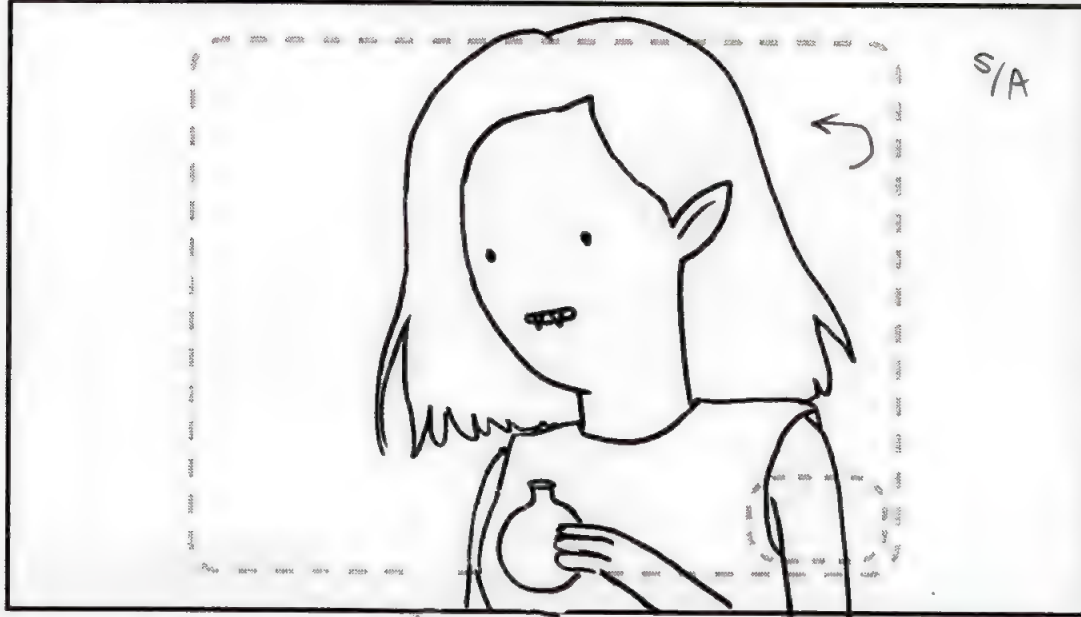
day night

Sc. 8 CONT

Pnl. C

Bg.

day night



Dialog:

(M)

Sunscreen... Spf 10.

(M)

Million!

Action:

MAR 24 2015

Timing:

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1034/212

Production:

1034/212

1034/212

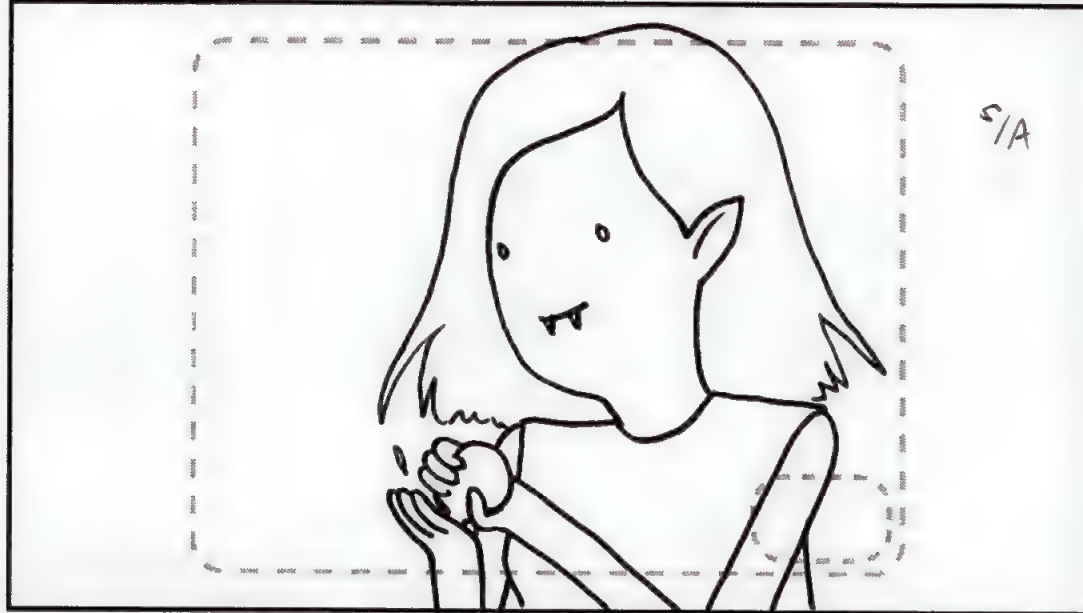
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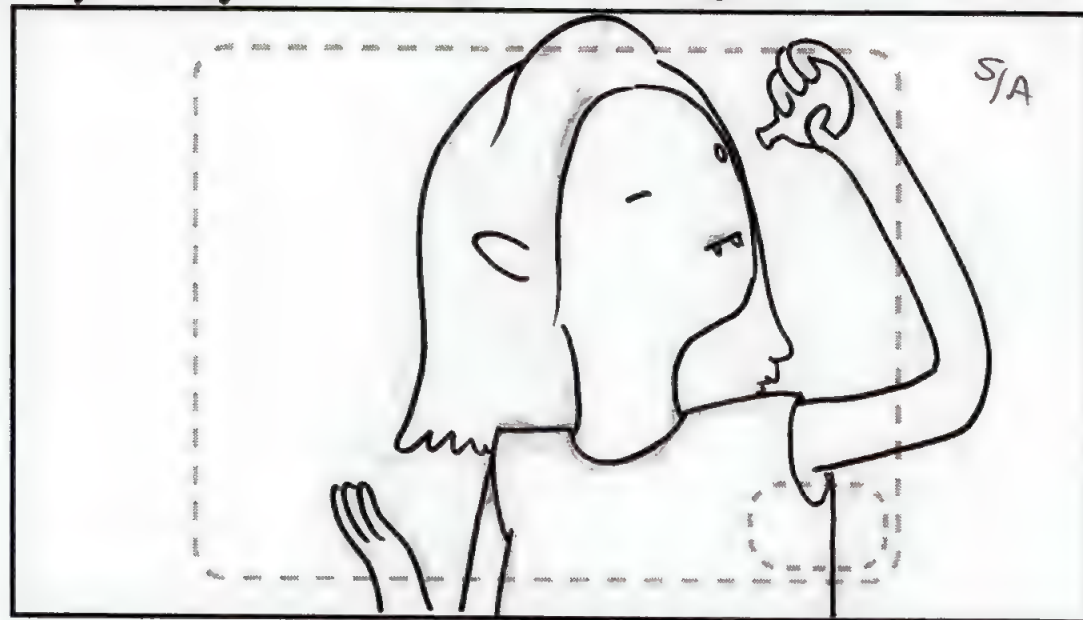


Page 15

Sc. 8 *CONT* Pnl. D Bg. day night



Sc. 8 *CONT* Pnl. E Bg. day night



Dialog:

*SEX: * FRRRT **

Action:

cycle (C), (D) x 2

MAR 24 2013

Timing:

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Production:

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ADVENTURE TIME



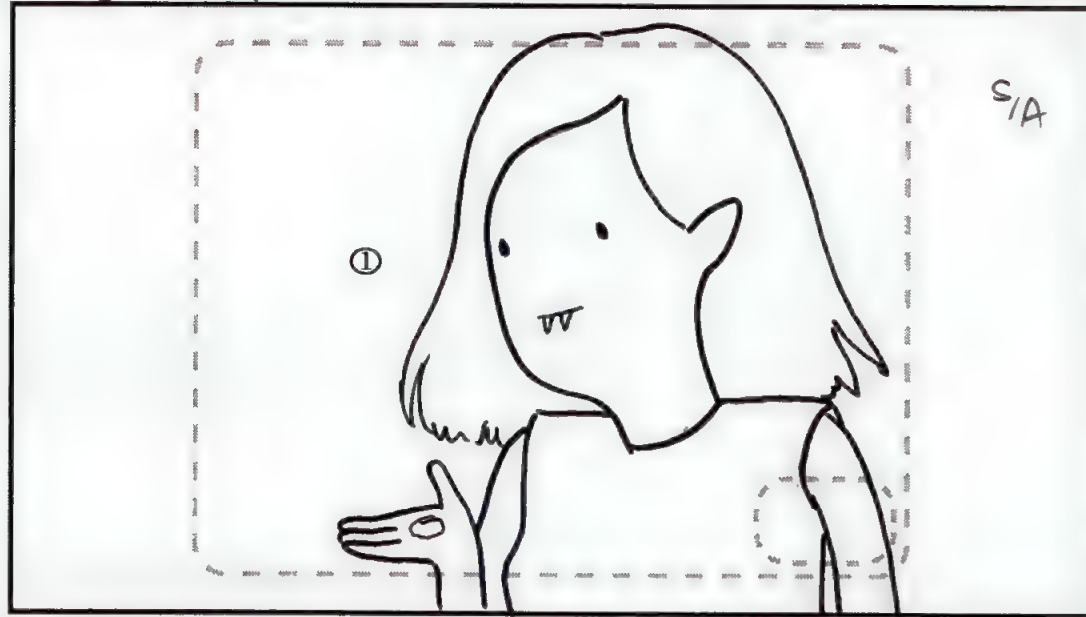
Page 16

Sc. 08 CONT

Pnl. F

Bg.

day night

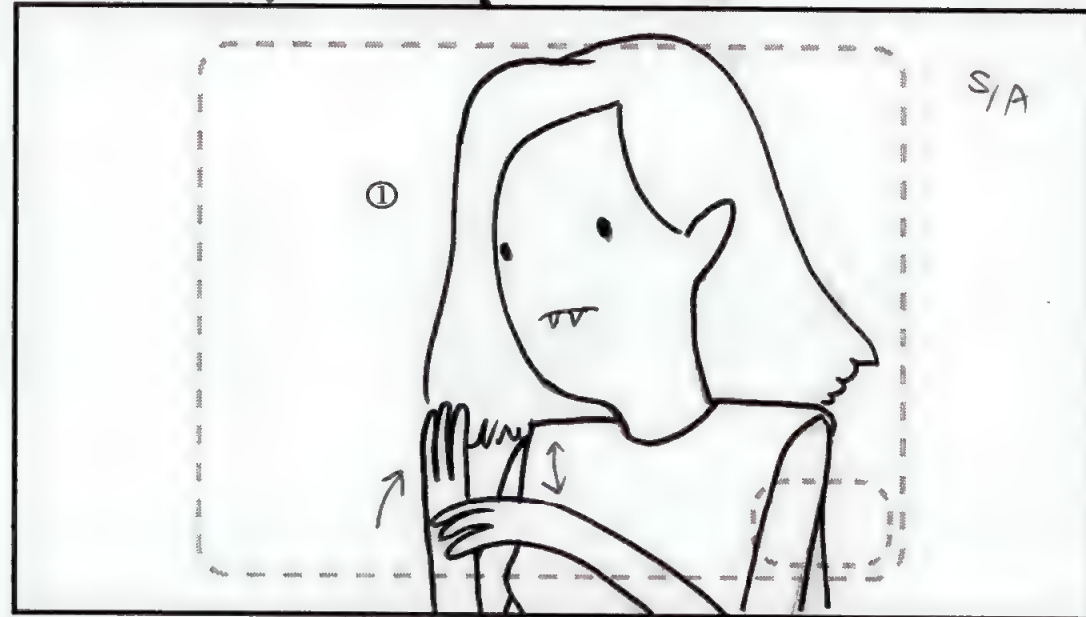


Sc. 08 CONT

Pnl. G

Bg.

day night



Dialog:

(M) Hmm

(M) hmmm...

Action:

-M. HAS SMALL DOLLOP IN PALM.

-M. WORKS SUNSCREEN INTO HAND

Timing:

②

②

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ADVENTURE TIME

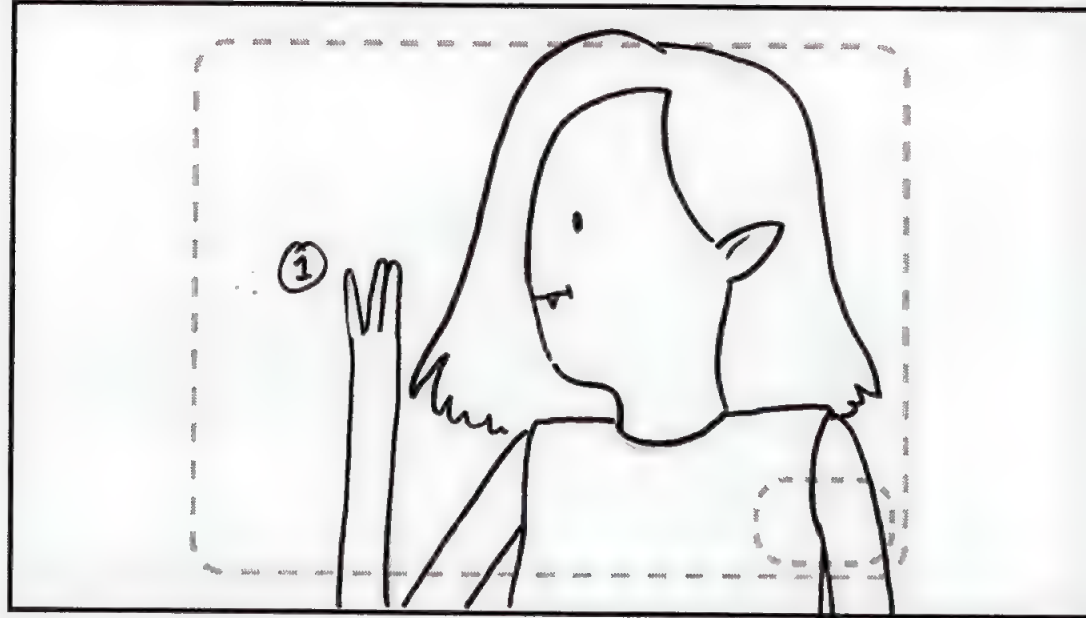


Page 17
day night

Sc. 08 CONT Pnl. H

Bg.

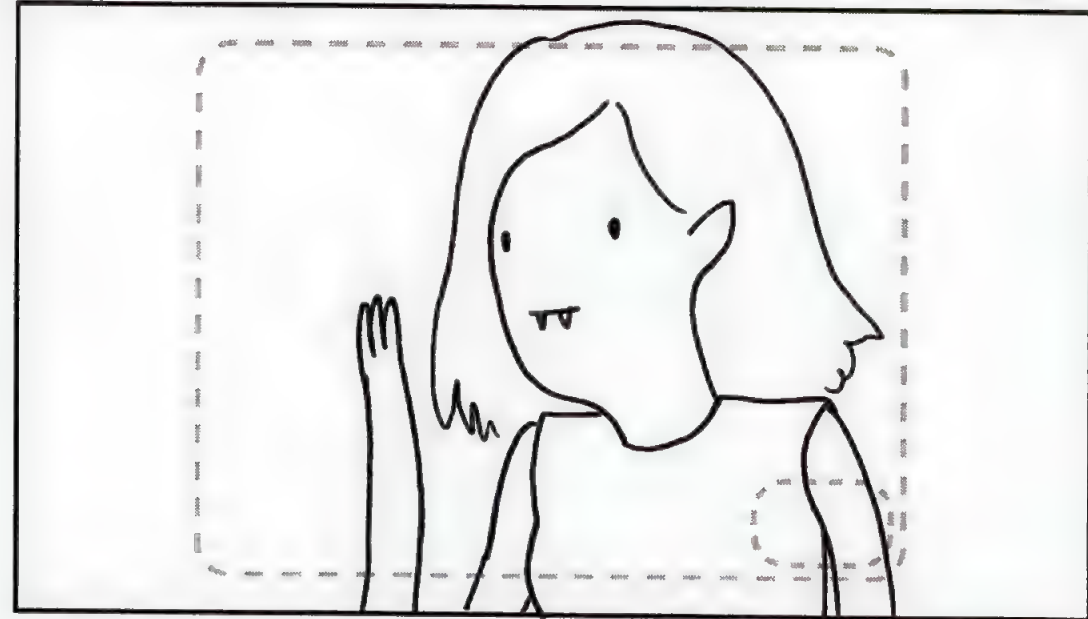
day night



Sc. 08 CONT Pnl. I

Bg.

day night



Dialog:

(M) (APPRECIATIVE)
hm!

Action:

-M. LOOKS AT HAND.

MAR 24 2015

Timing:

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1034/212

Production:

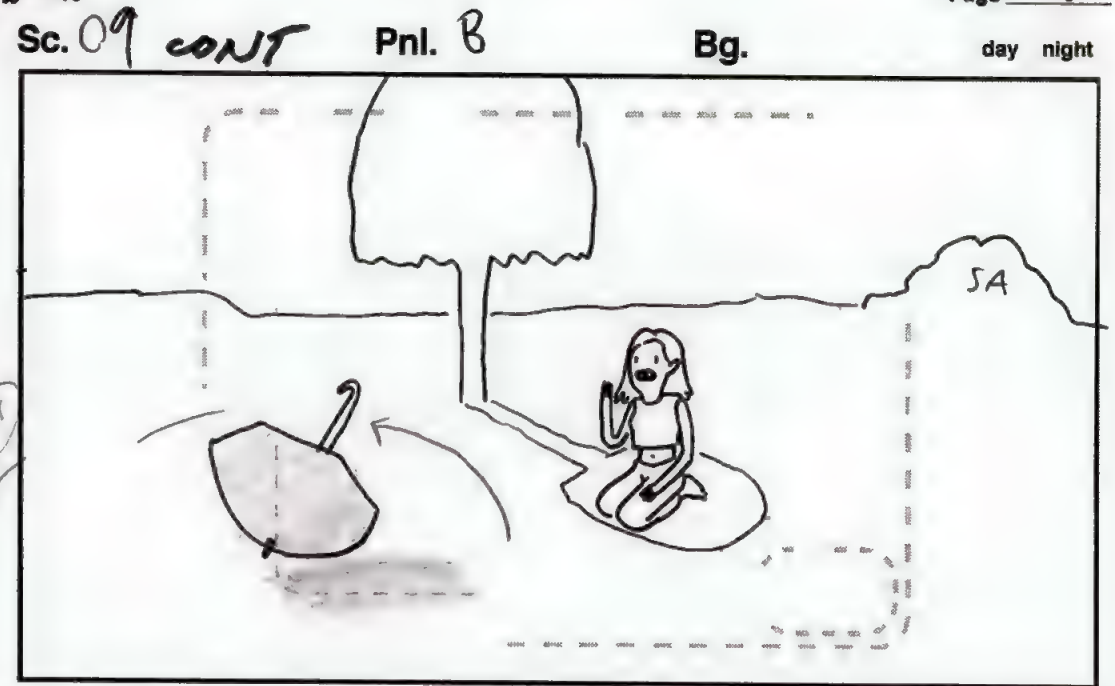
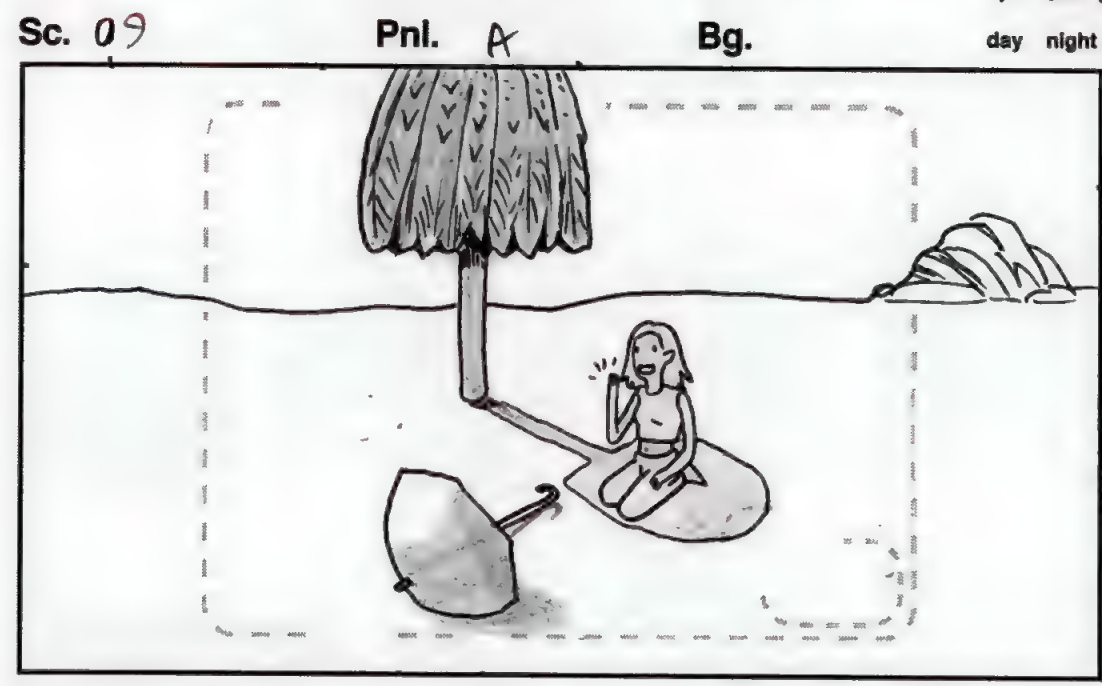
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1034/212

HS
Cont

ADVENTURE TIME

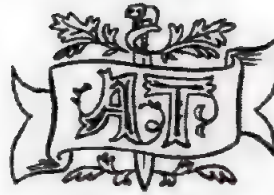


Dialog:	(M) I have <u>exactly</u> enough to reach my umbrella!	SFX: * WHOOSH *
Action:	- WIND BLOWS UMBRELLA OFF/S.	
Timing:	MAR 24 2015	

EPISODE # 1034-212

Production: 1034/212

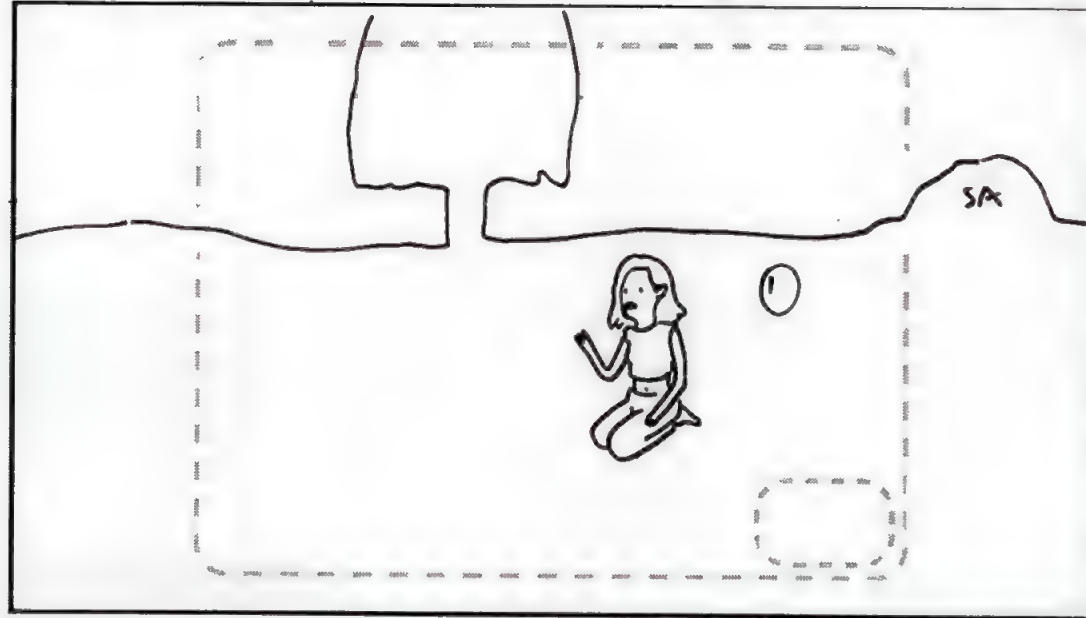
ADVENTURE TIME



Sc. 09 *CONT* Pnl. C

Bg.

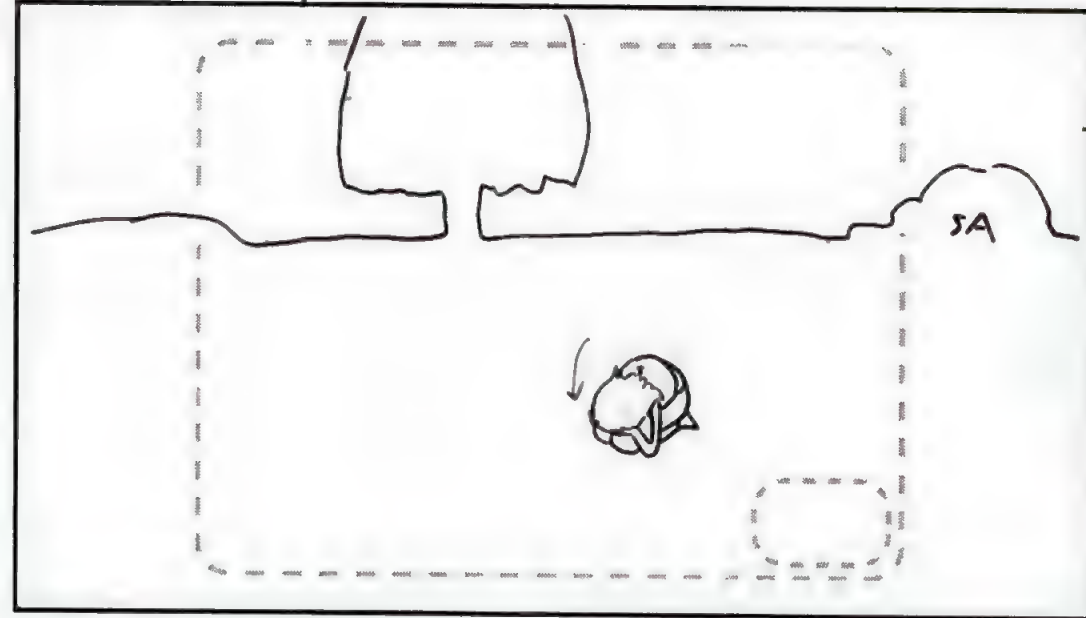
day night



Sc. 09 *CONT* Pnl. D

Bg.

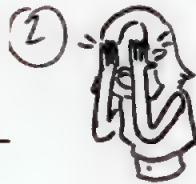
day night



Dialog:

① (beat) ② *str* Smack!

Action:



- M. CURLS UP.

Timing:

MAR 24 2015

EPISODE #

Production:

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Page 19 *cut wine*
WYOST

1034/212

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					09A	A			

Dialog:
Action:
Timing:

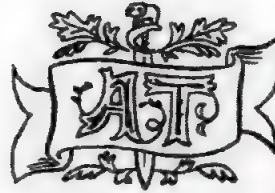
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1034/212
Production:

1034/212

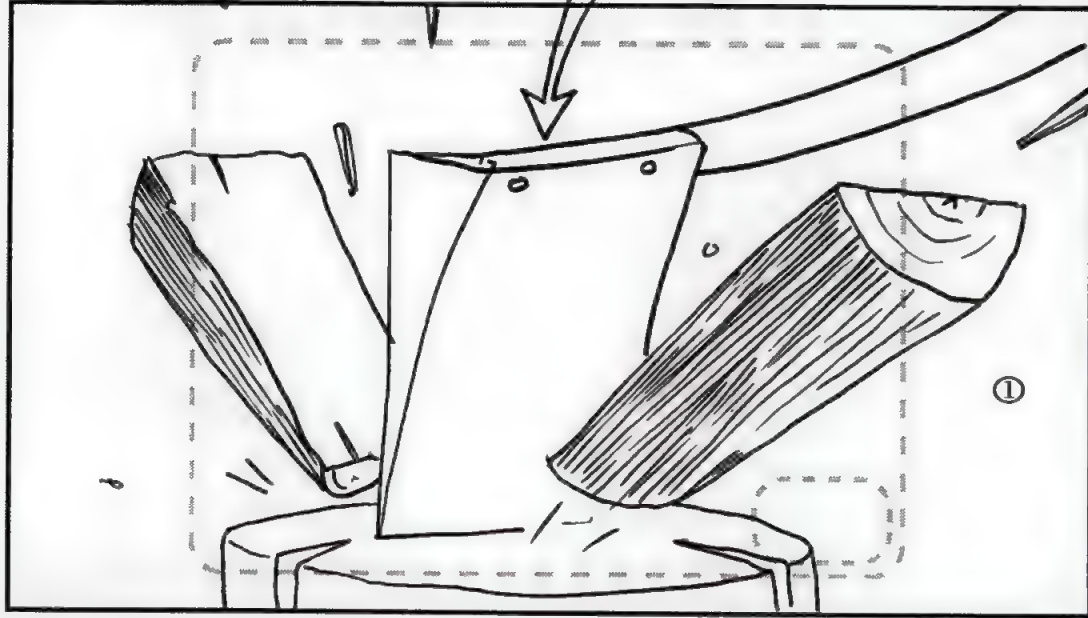
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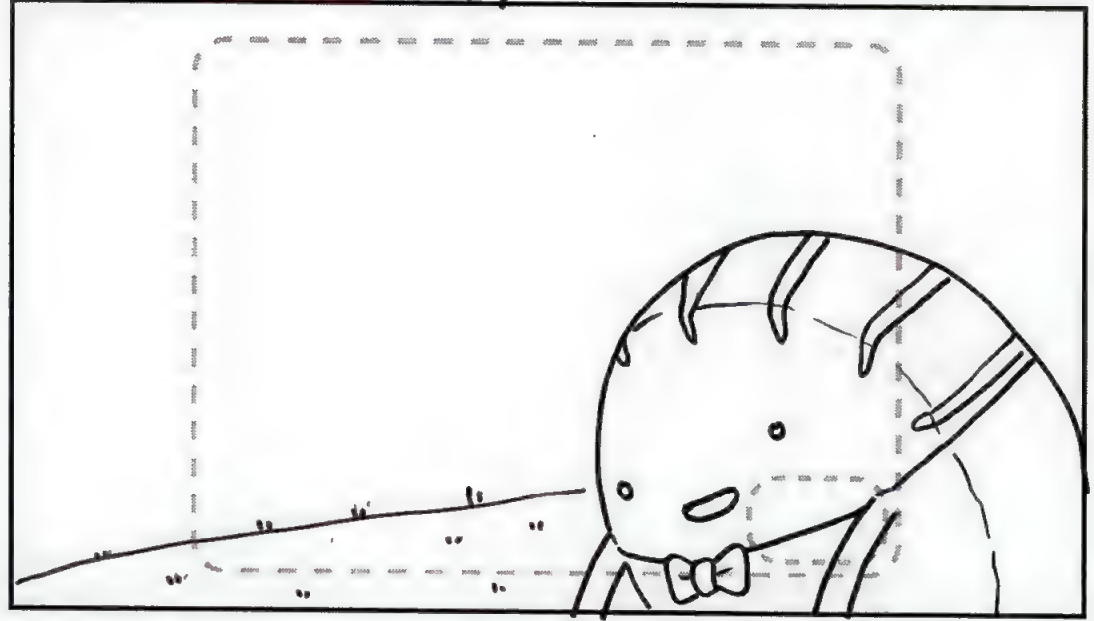


cut

Sc. 9A CONT Pnl. 8 Bg. day night



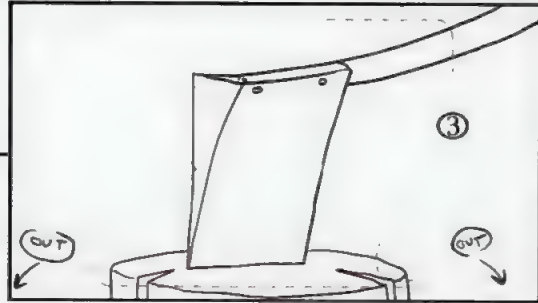
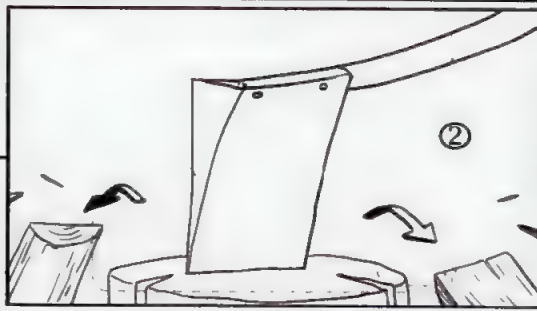
Sc. 10 Pnl. A Bg. day night



Dialog:

SFX: *CHOP!*

PEP BUTLER Hahaha



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Production:

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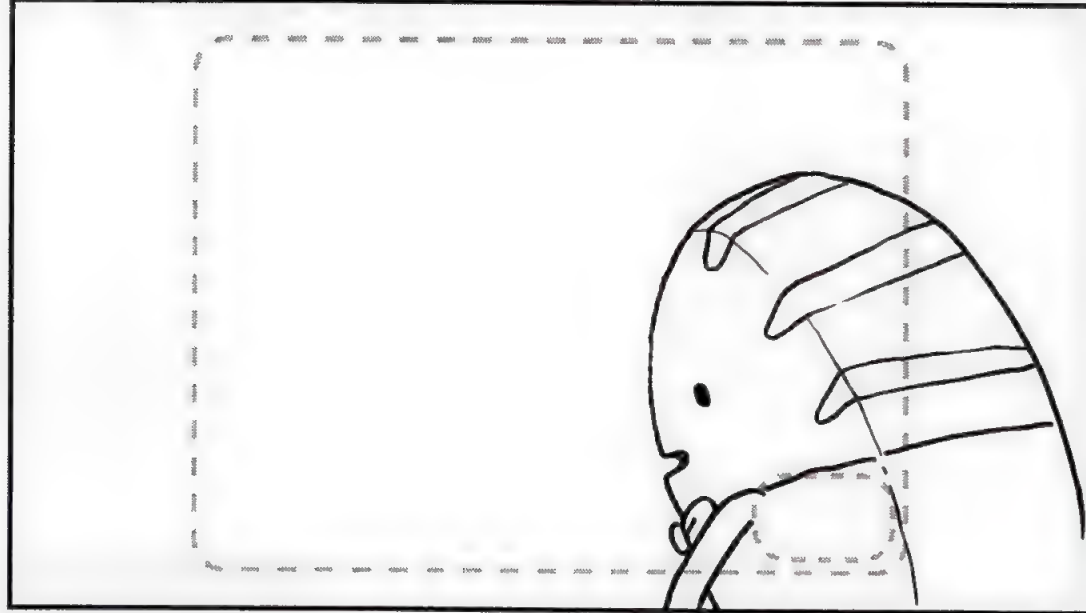
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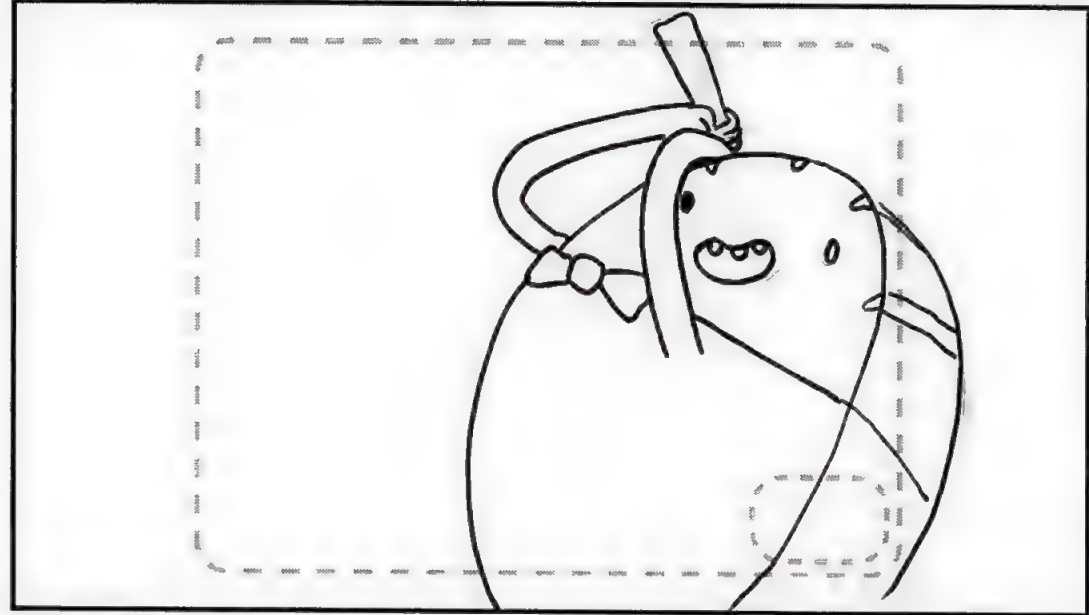
ADVENTURE TIME



Sc. 10 CONT Pnl. B Bg. day night



Sc. 10 CONT Pnl. C Bg. day night



Dialog:

PEP B HA-

Action:

MAR 24 2015

Timing:

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Production:

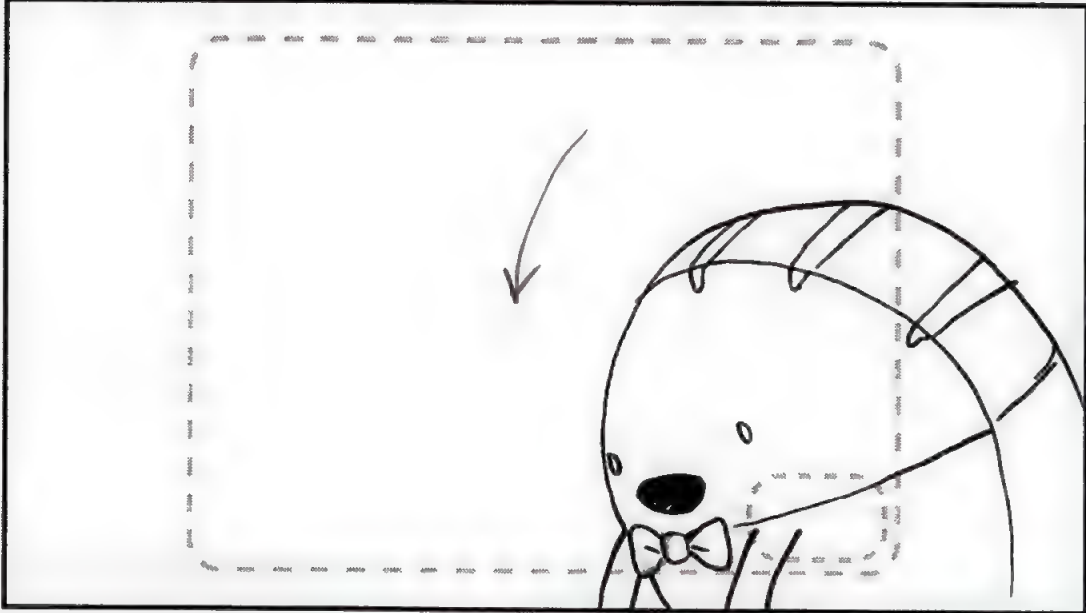
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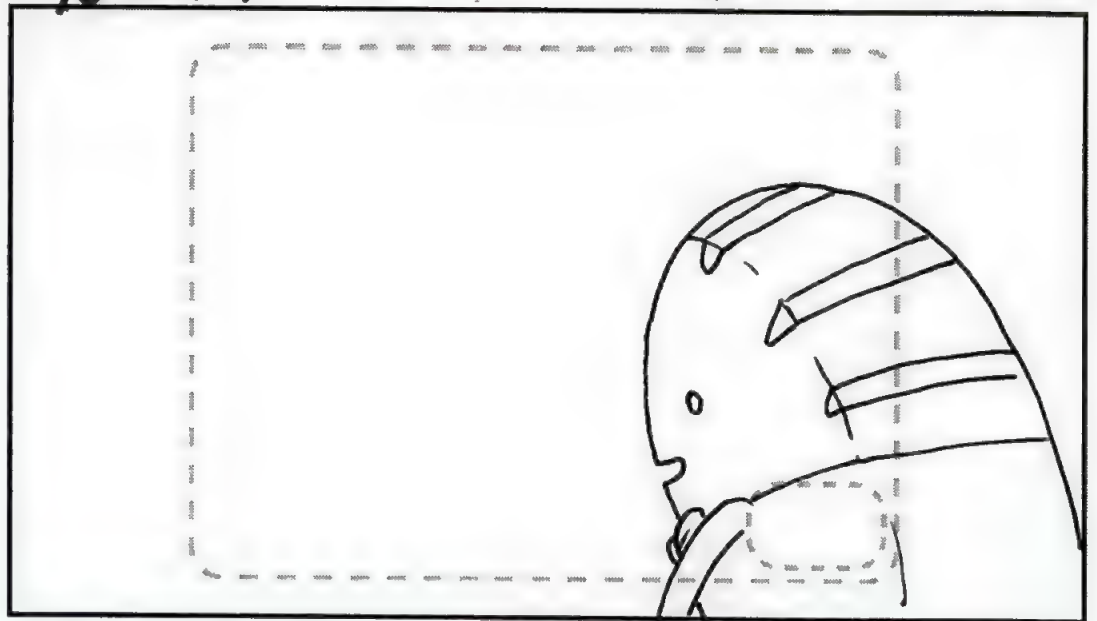
ADVENTURE TIME



Sc. 10 CONT Pnl. D Bg. day night



Sc. 10 CONT Pnl. E Bg. day night



Dialog:	PEP-B: HA-HA! SFX: *CHOP!*
Action:	MAR 24 2015
Timing:	

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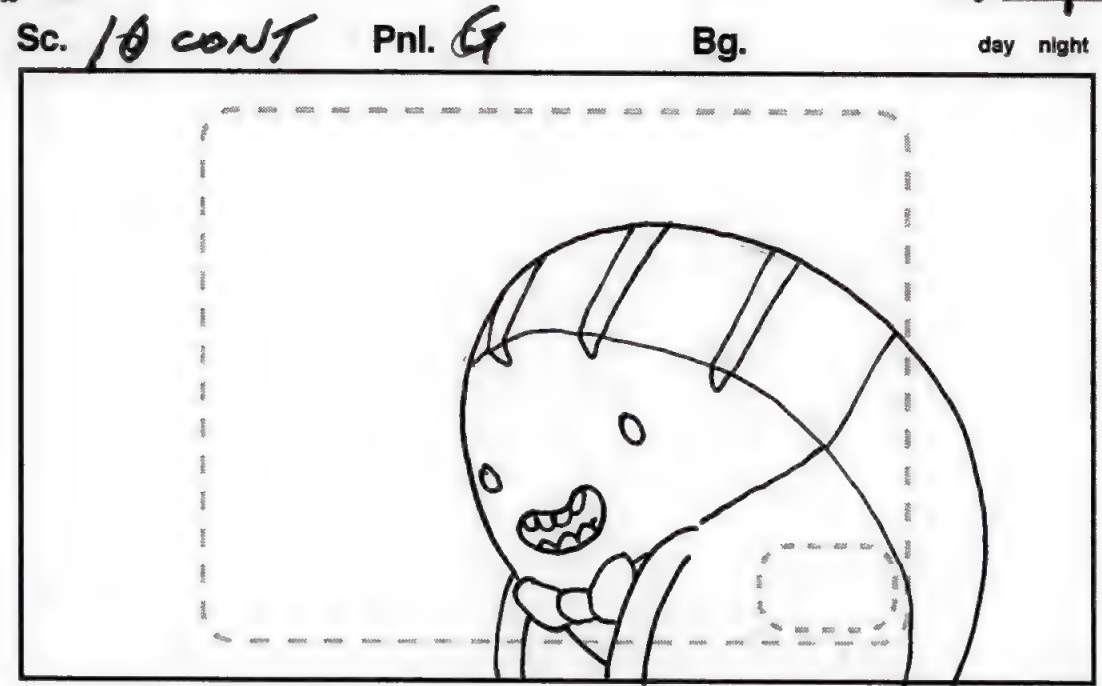
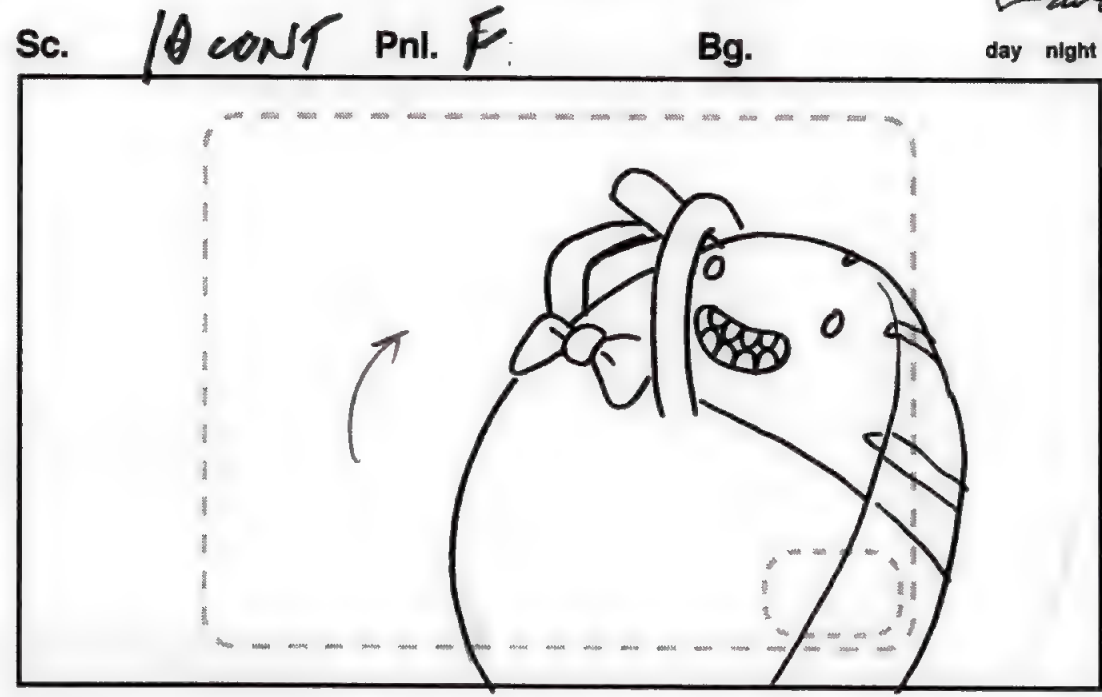
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ADVENTURE TIME



Page 24
day night

1st Act



Dialog:	
<u>PEP BUT:</u> HA - HA HA!	
<u>SFX:</u> *CHOP*	
Action:	
Timing:	
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Production:

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11
Cm ✓

ADVENTURE TIME



Sc. 11

Pnl. A

Bg.

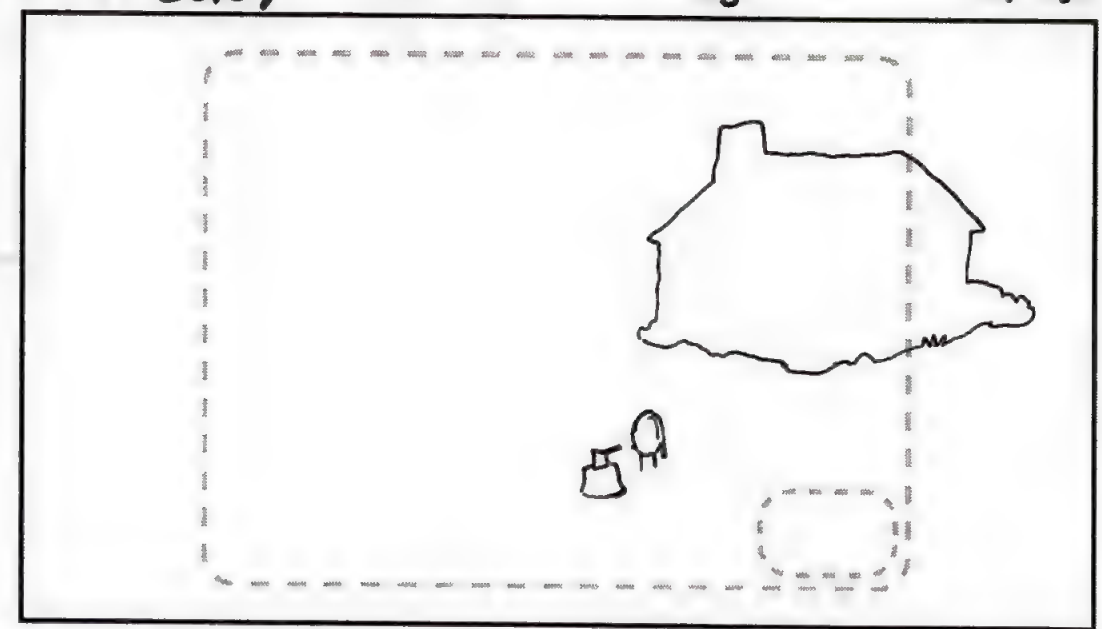
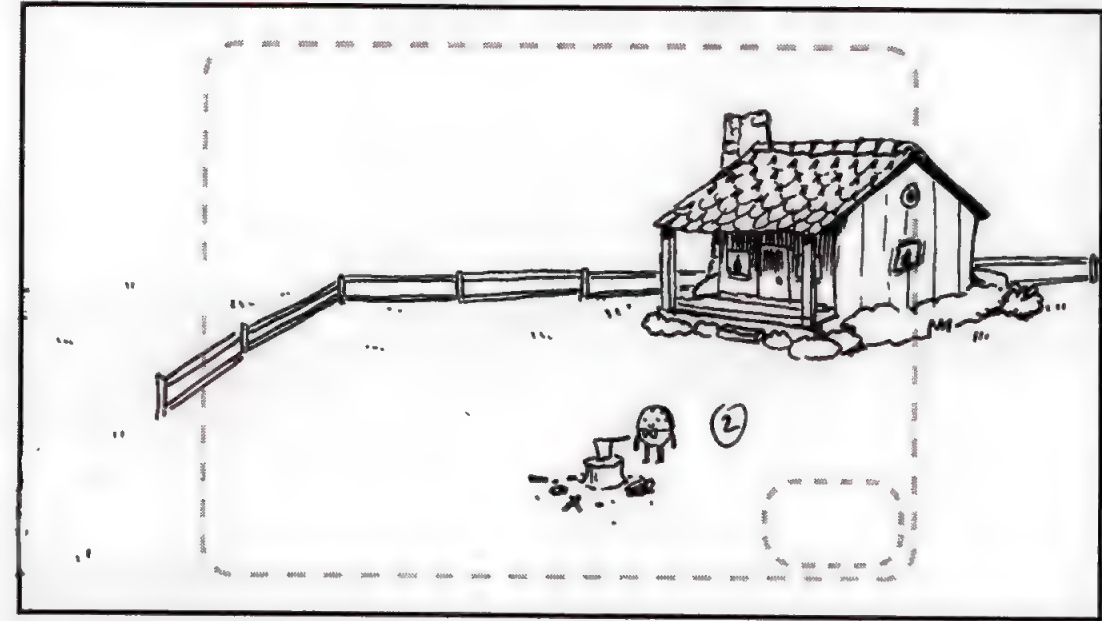
day night

Sc. 11 *CONT*

Pnl. B

Bg.

day night



Dialog:		
Action:		
①	- PEP BUT RELEASES AXE.	- PEP BUT HEADS TOWARDS CABIN.
Timing:		
MAR 24 2015		

EPISODE #

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Production:

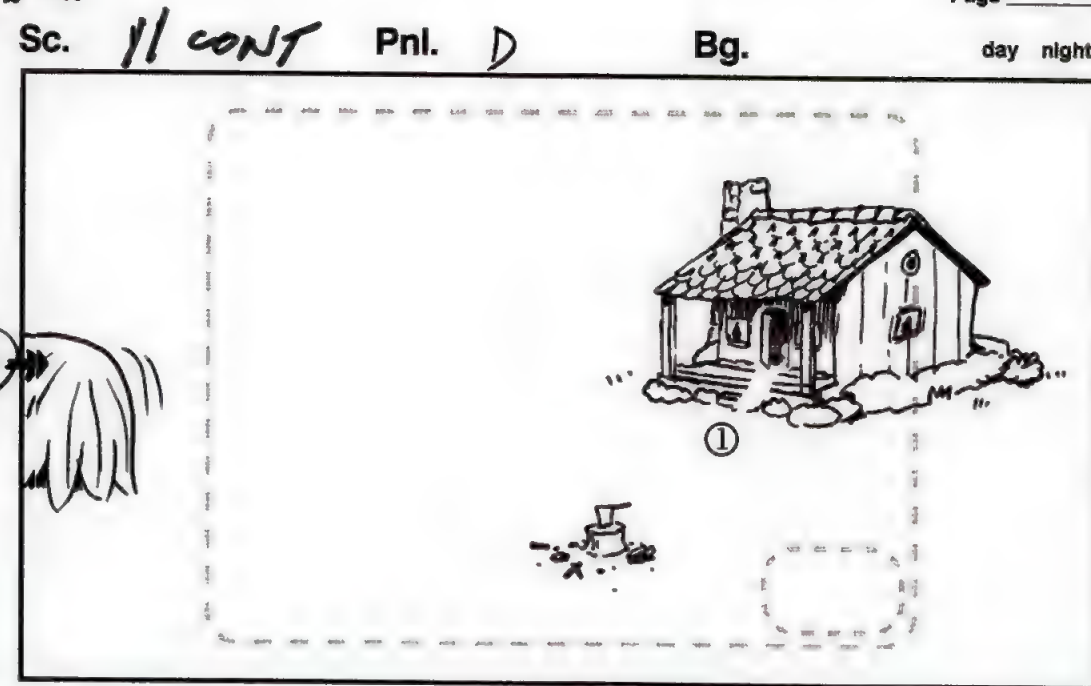
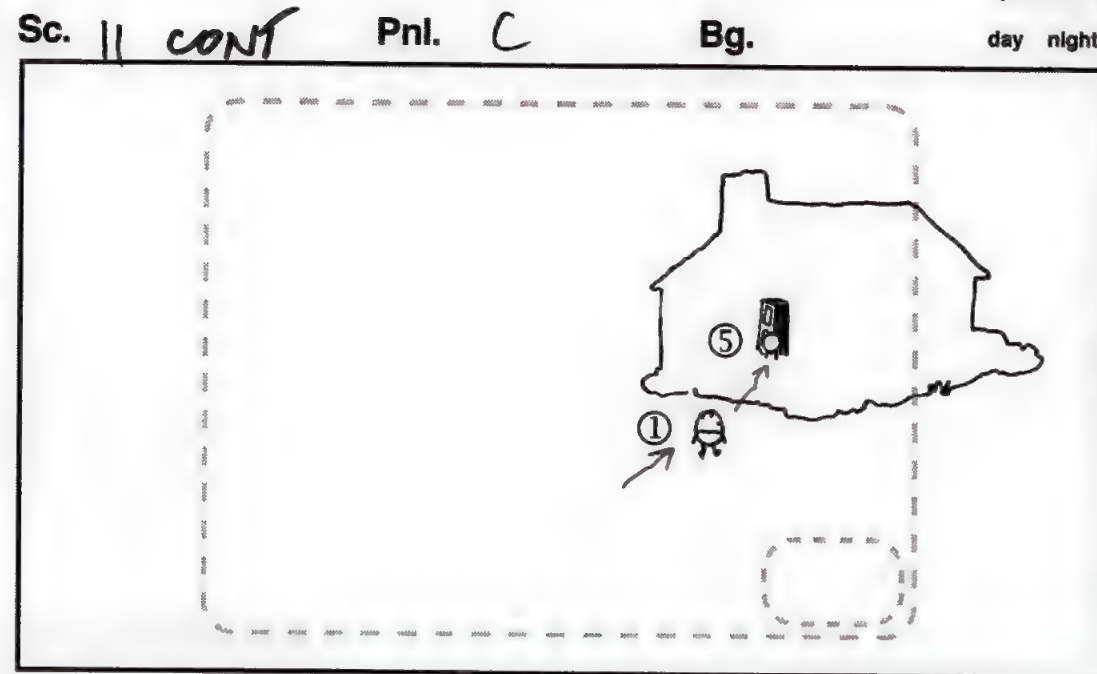
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ADVENTURE TIME



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Dialog:

Action:



- Pep Butler closes door as he enters cabin



Timing:

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Production:

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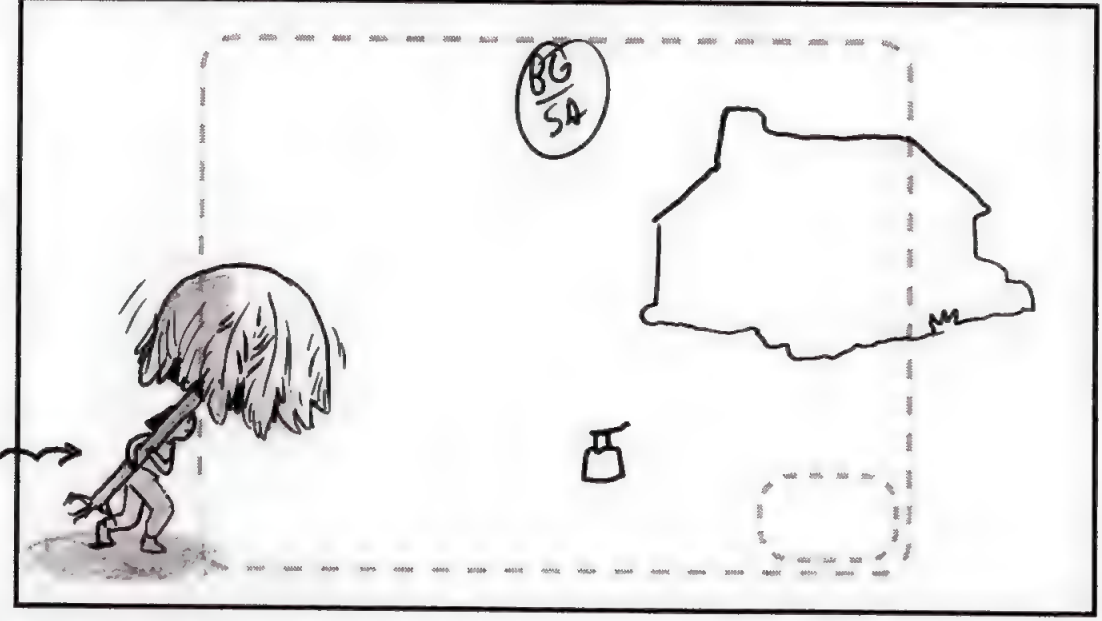


tu
at

Sc. 11 CONT Pnl. E

Bg.

day night

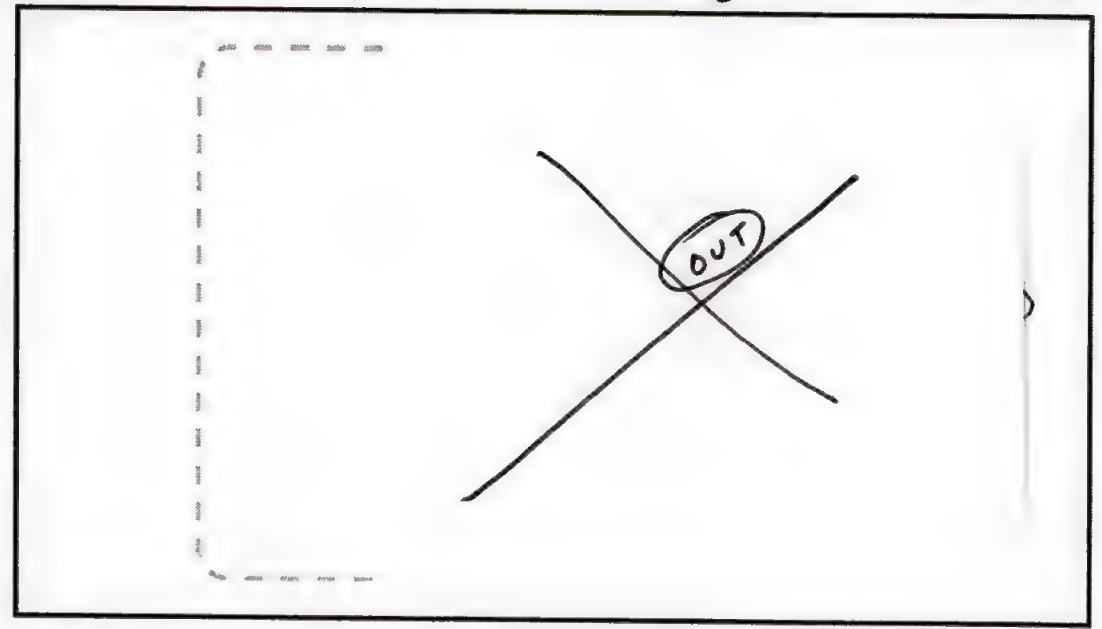


Sc.

Pnl.

Bg.

day night



Dialog:
Action: - Marceline in, carrying tree like a heavy umbrella walking kind of slow under its weight
Timing:

MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

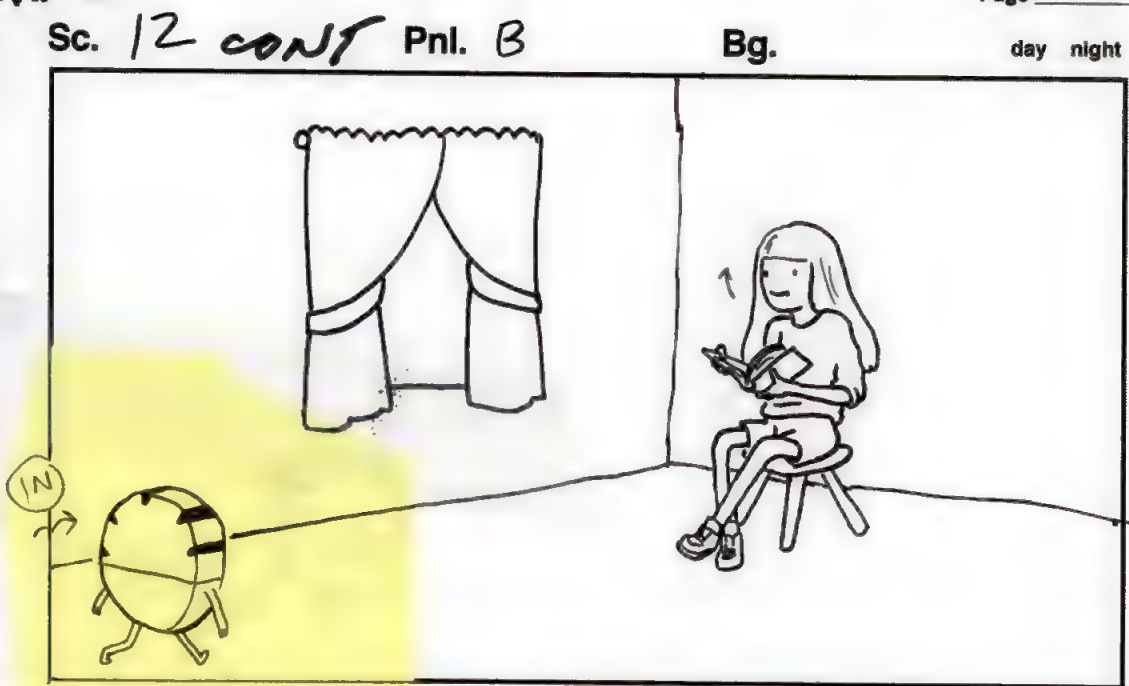
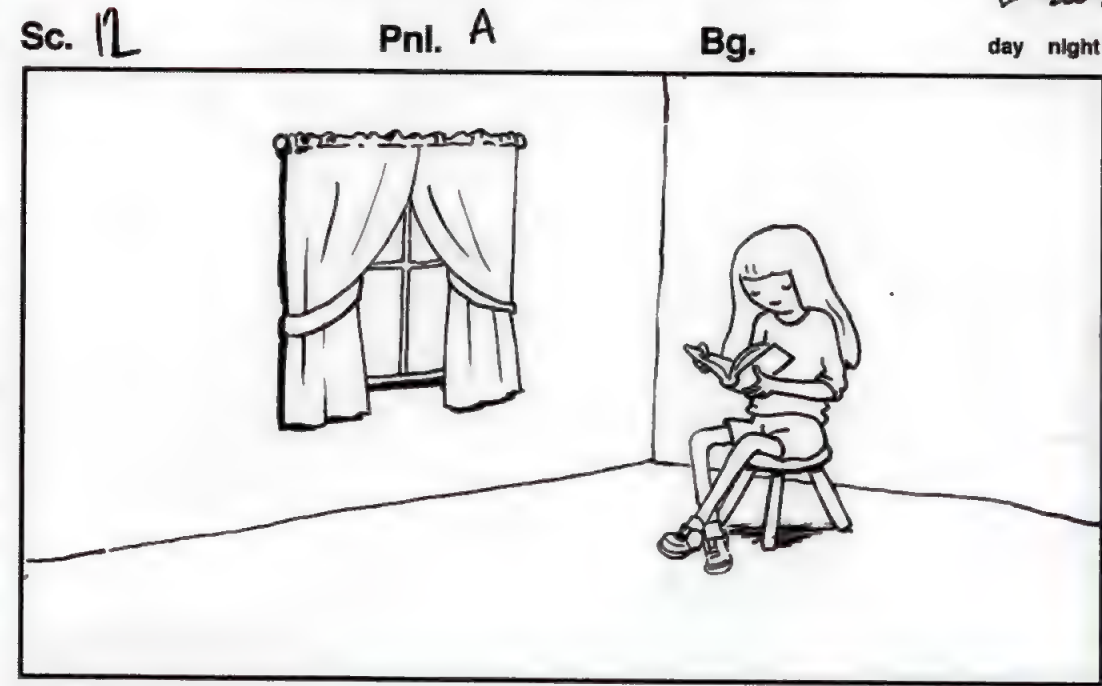
1034/212

1034/212

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1034/212

ADVENTURE TIME



Dialog:	
PEP BUT : [HUMMING]	
Action:	- PEP BUT WALKS ON. - PB LOOKS UP.
Timing:	MAR 24 2015

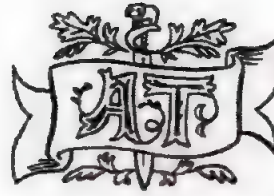
EPISODE # 1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



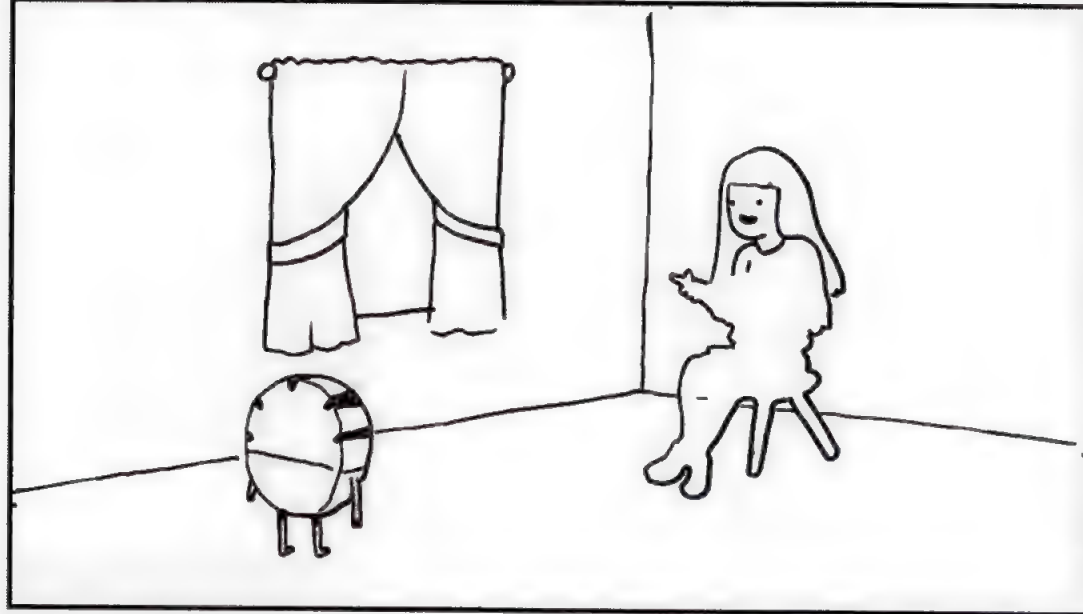
Handwritten red text: "Hw AT"

Page 29

Sc. 12 CONT Pnl. C

Bg.

day night

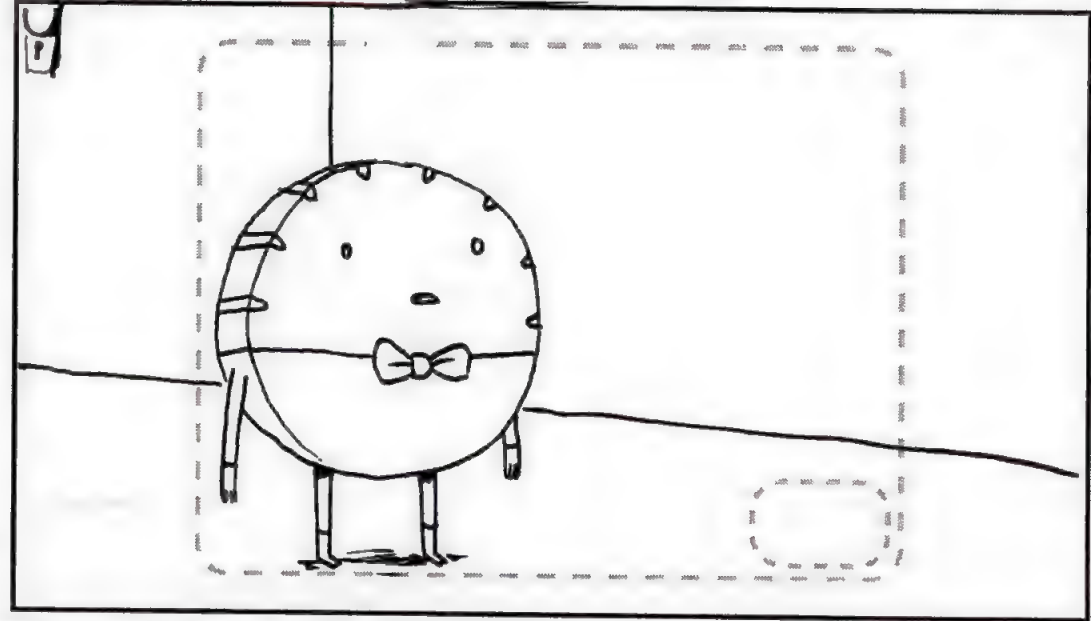


Sc. 13

Pnl. A

Bg.

day night



Dialog:

PB YOU REALLY LIKE CHOPPING WOOD, HUH?

Pep But

I'M NOT CHOPPING WOOD.

Action:

MAR 24 2015

Timing:

EPISODE #

Production:

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1034/212

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ADVENTURE TIME



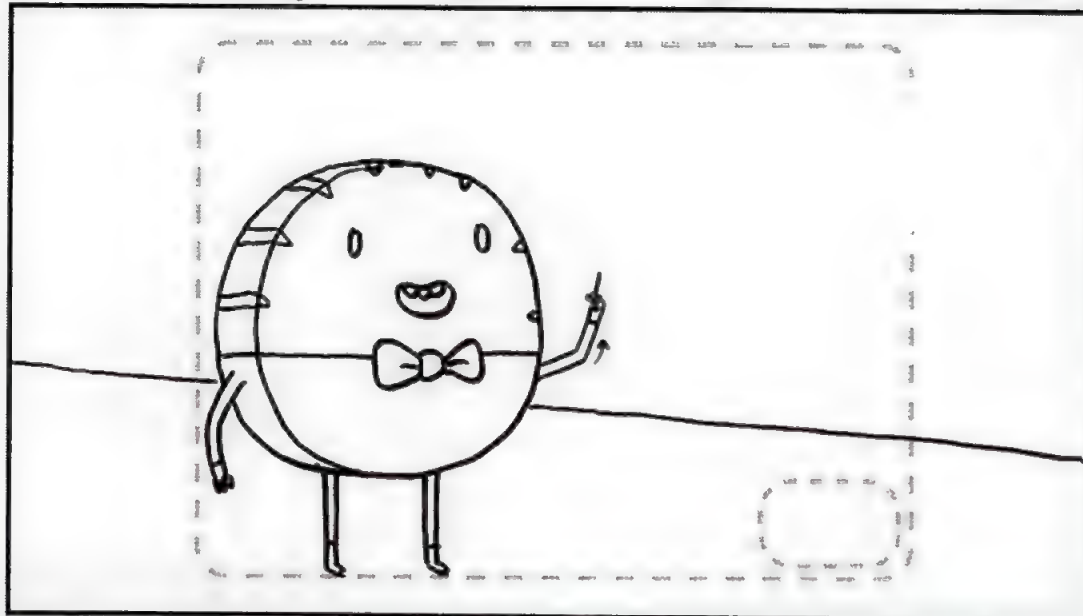
HW
GUT

Page 30

Sc. 13 CONT Pnl. B

Bg.

day night

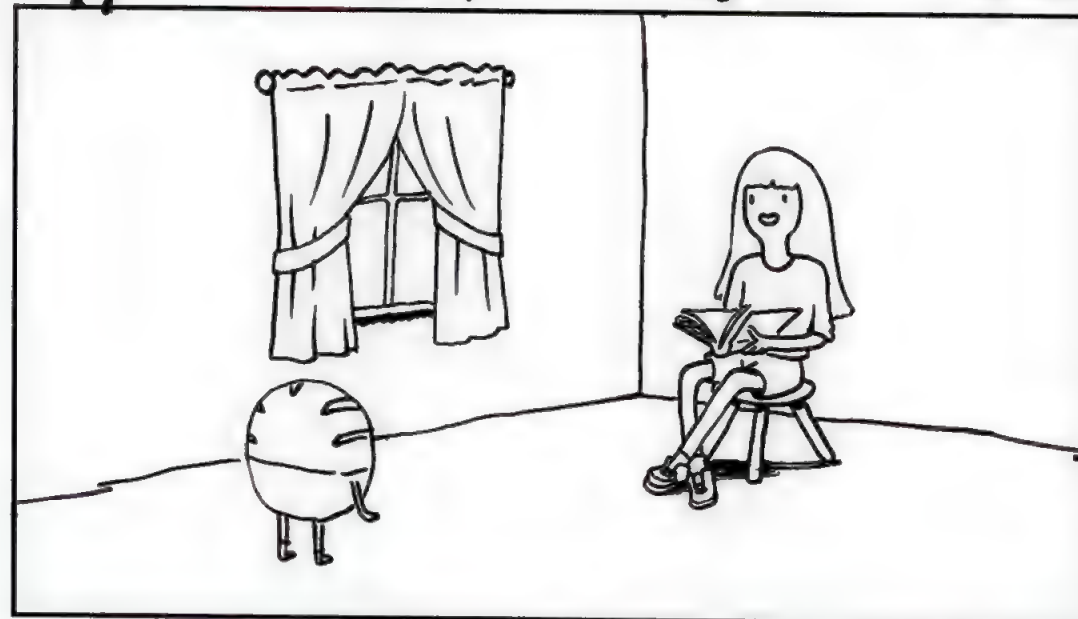


Sc. 14

Pnl. A

Bg.

day night



Dialog:

PeP BUT

I made a toothpick from
the ancient elm! See!

PB

OH, HA HA!

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

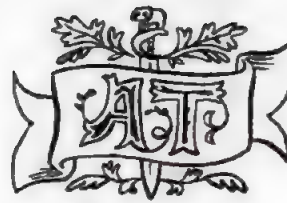
1034-212

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1034/212

1034/212

ADVENTURE TIME



Sc. 14 *CONT*

Pnl. *B*

Bg.

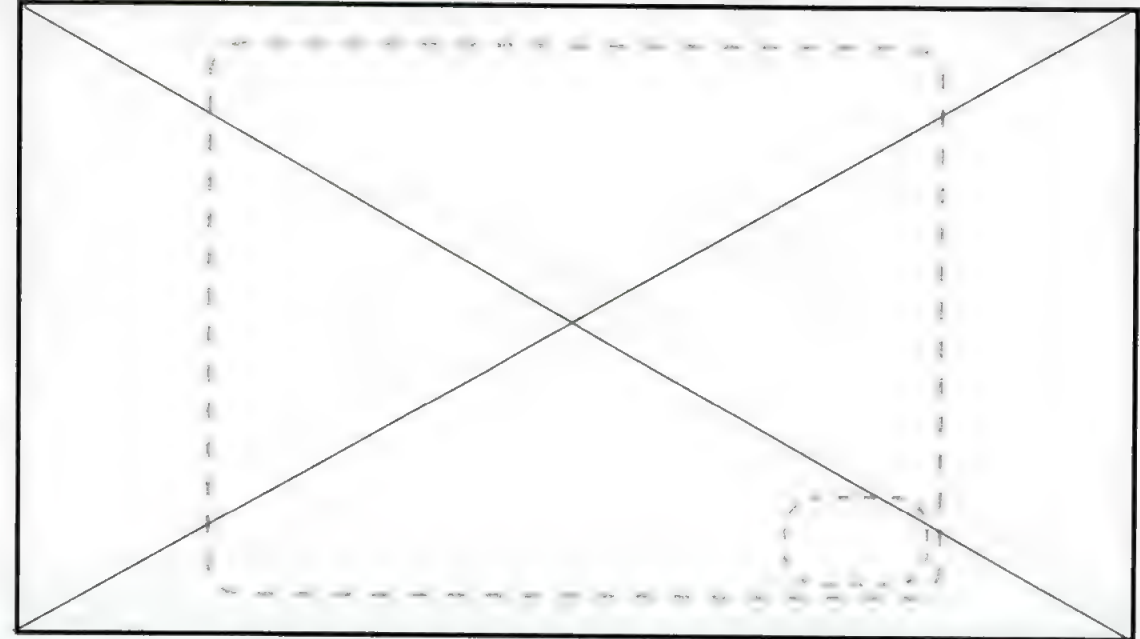
day night

Sc.

Pnl.

Bg.

Page *31*
31A NEXT
day night



Dialog:

Action:

Timing:

MAR 24 2015

EPISODE # 1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



Page 31A
31B NEXT

Sc. 14 *CONT* Pnl. C

Bg.

day night



Dialog:	(Sfx) CRASH!! <u>PB</u> : WHOA!
Action:	- Palm tree busts through window knocking PB & stool into the air. 6 Shattered glass flies
Timing:	- PAN W/ACTION

MAR 24 2015

EPISODE # 1034-212

Production:

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1034/212

1034/212

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ADVENTURE TIME

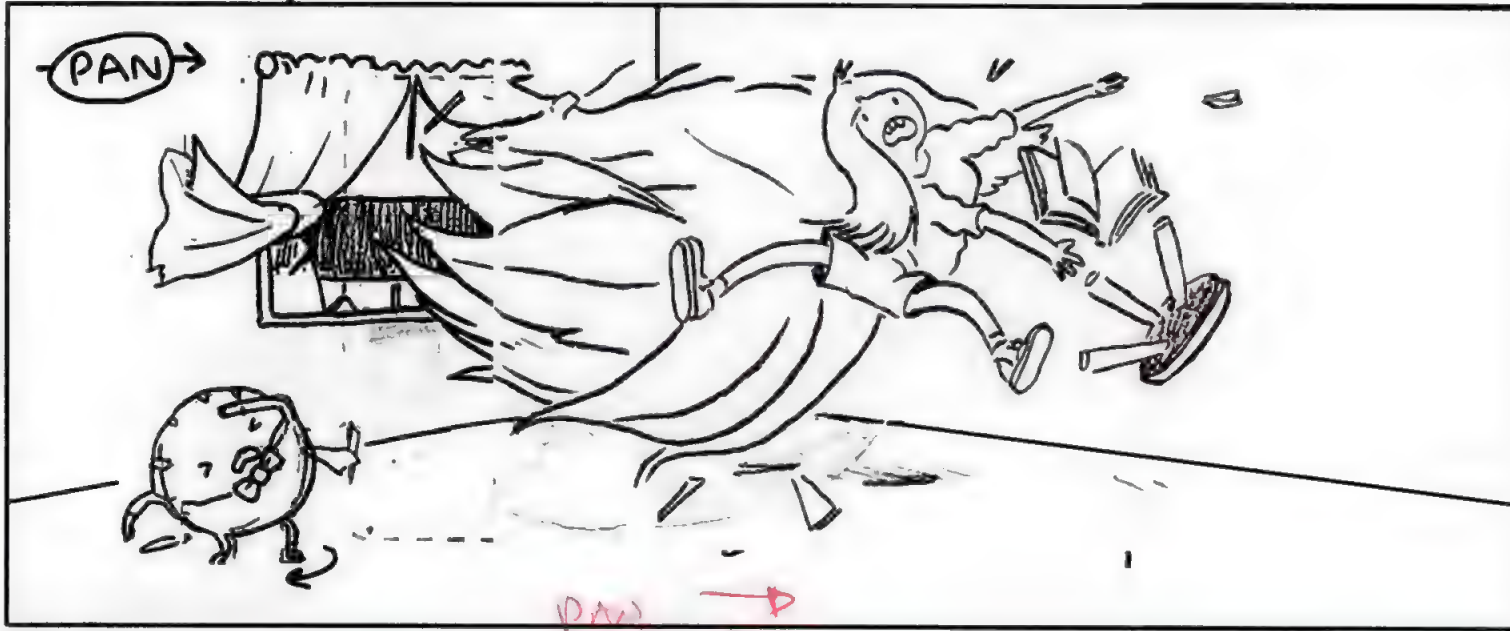


Sc. 14 *CONT* Pnl. D

Bg.

day night

Page 31B
31C NEXT



Dialog:

Action:

- PAN W/ACTION

Timing:

MAR 24 2015

EPISODE # 1034-212

1034/212

Production:

1034/212

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ADVENTURE TIME



Sc. 14 *cont*

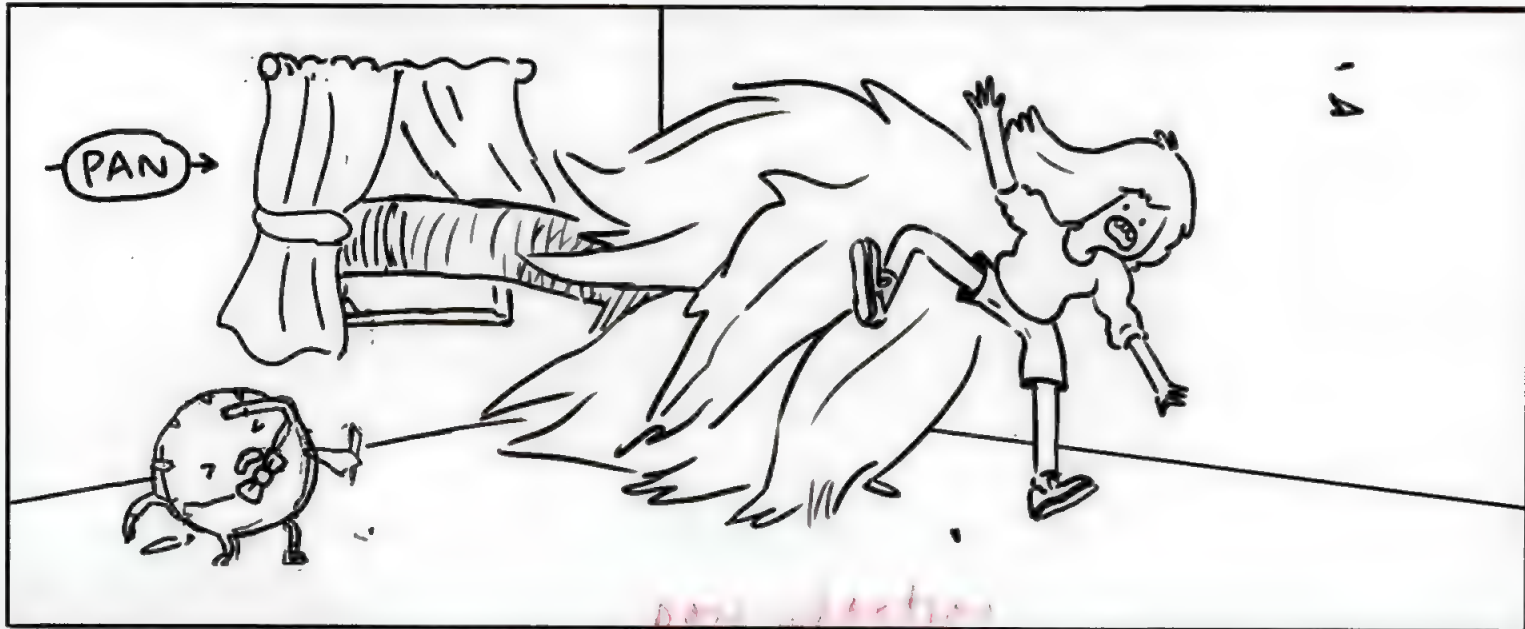
Pnl. E

Bg.

day night

Page 31C
32 NEXT

1034/212



Dialog:
Action:
Timing:

MAR 24 2015

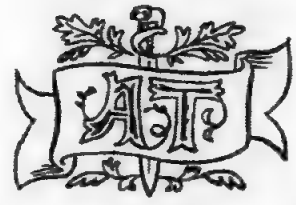
EPISODE # 1034-212

Production:

1034/212

1034/212

ADVENTURE TIME

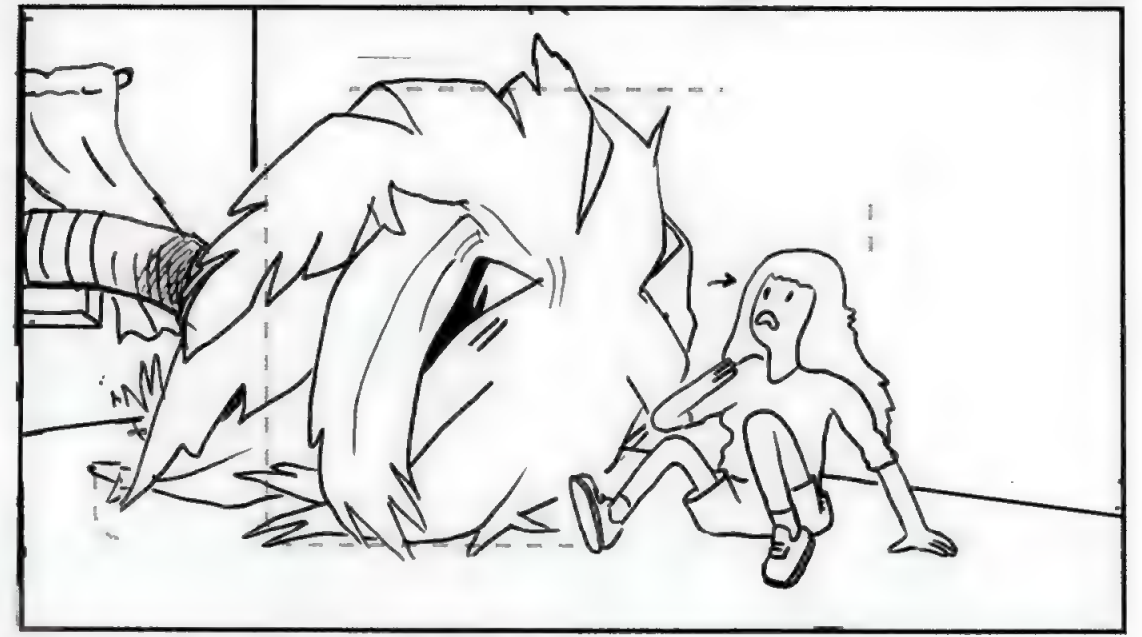


Page 32

Sc. 14 *CONT* Pnl. F Bg. day night



Sc. 14 *CONT* Pnl. G Bg. day night



Dialog:

(SFX) (tree rustles)

Action:

- TREE SETTLES.

- PB scoots away from tree
- ADJ. W/ PB

MAR 24 2015

Timing:

- END PAN



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1034/212

Production:

1034/212

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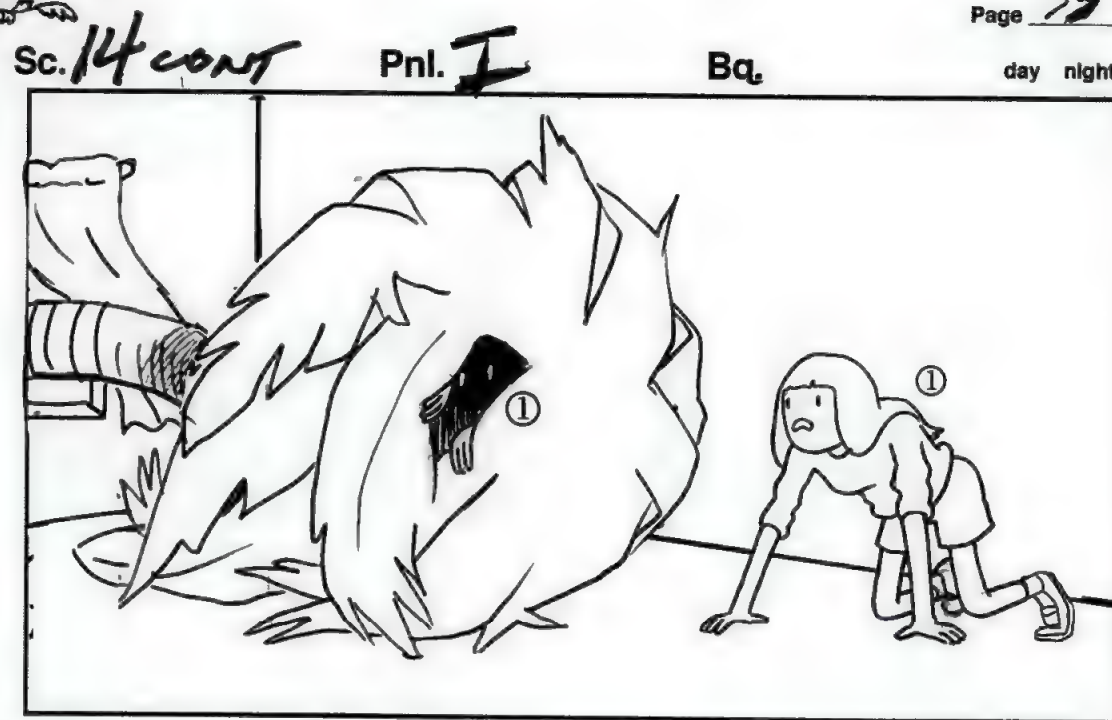
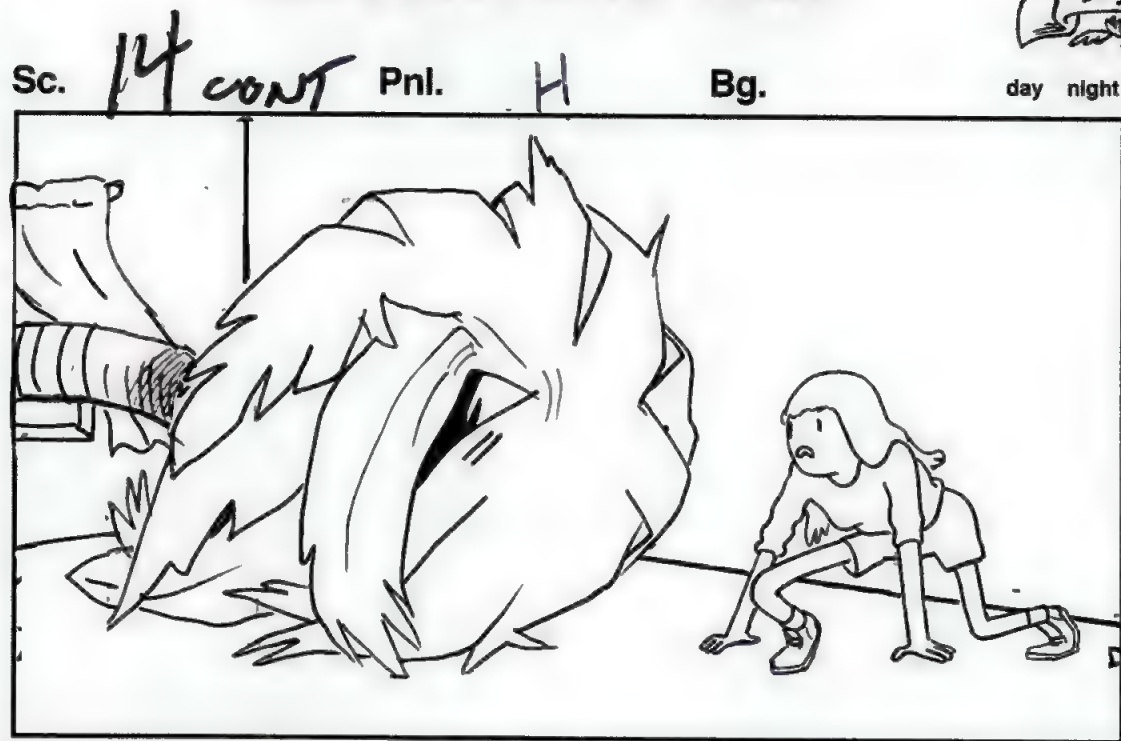
1034/212

6

ADVENTURE TIME



Page **33**



Dialog:

(M) EH
SPX! * SHFF *



Action:

-M. PEEKS OUT OF TREE.

Timing:

(M) Knock-knock?

(2) MAR 24 2015



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EPISODE #

1034/212

Production:

1034/212

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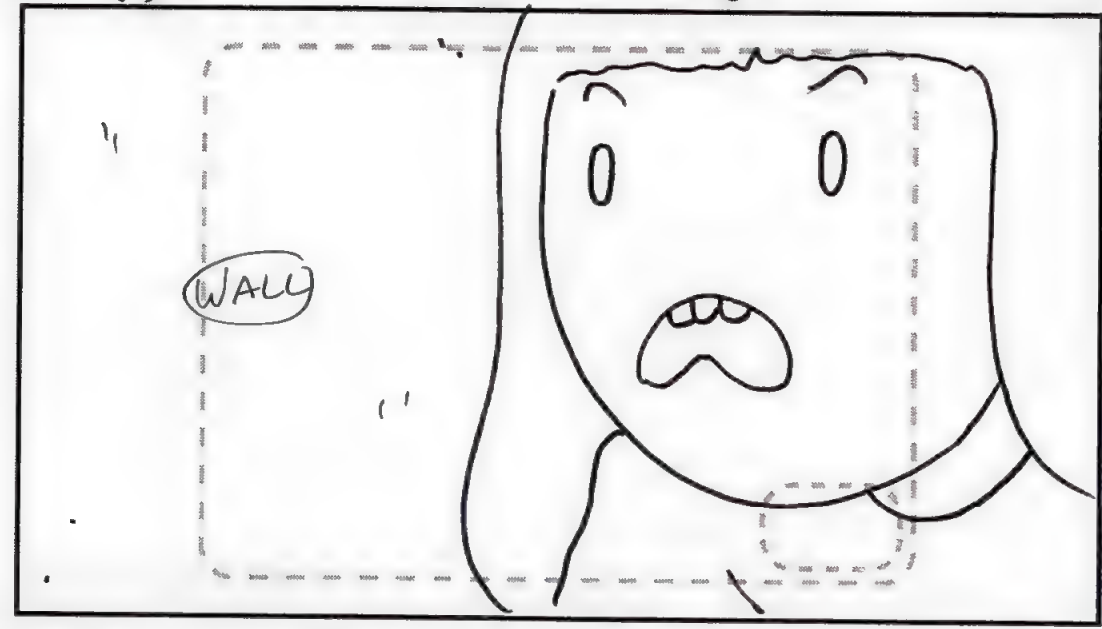
1034/212

110
Cw

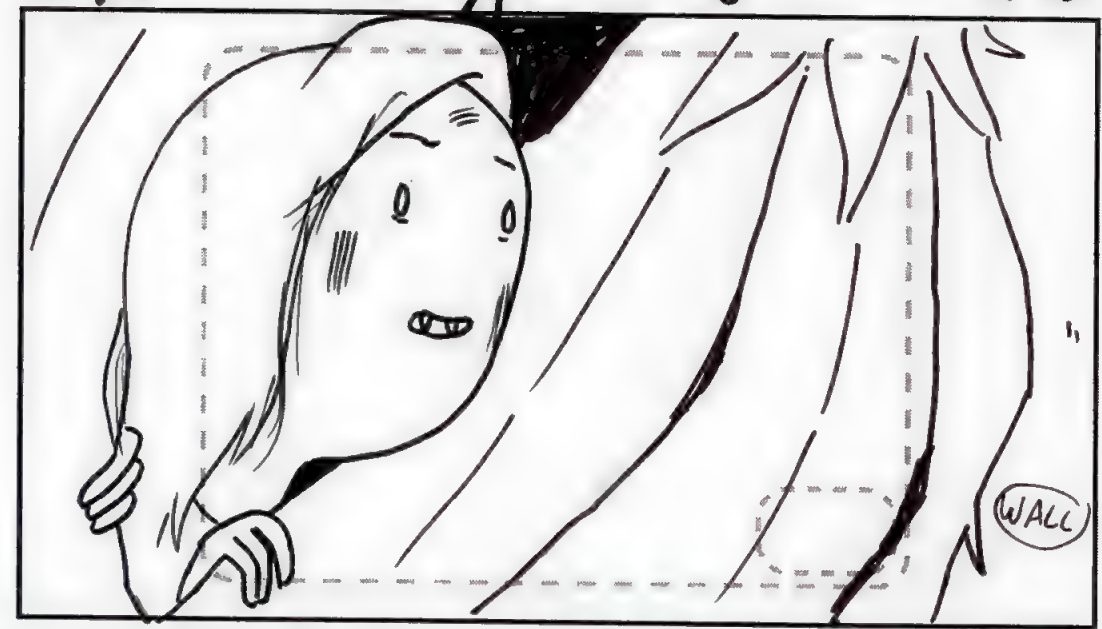
ADVENTURE TIME



Sc. **15** Pnl. **A** Bg. day night



Sc. **16** Pnl. **A** Bg. day night Page **34**



Dialog:	(PB) What the dip, Marceline?!	(M) Sorry. it was supposed to be a joke
Action:	marceline scratched up & distressed looking	
Timing:	MAR 24 2015	

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EPISODE #
1034/212
Production:
1034/212

ADVENTURE TIME



Sc. 16 cont Pnl. B

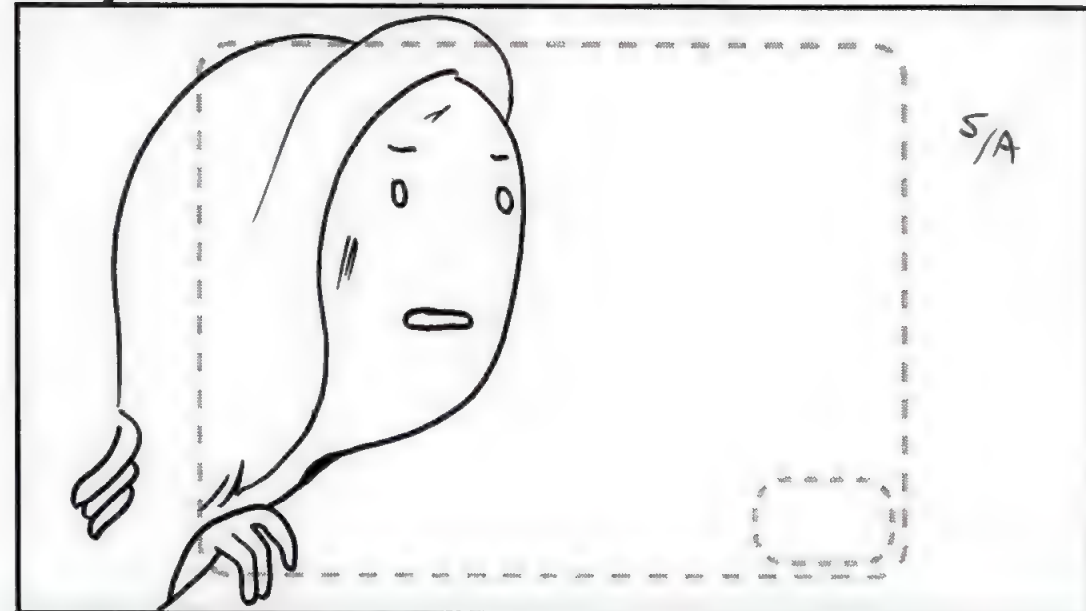
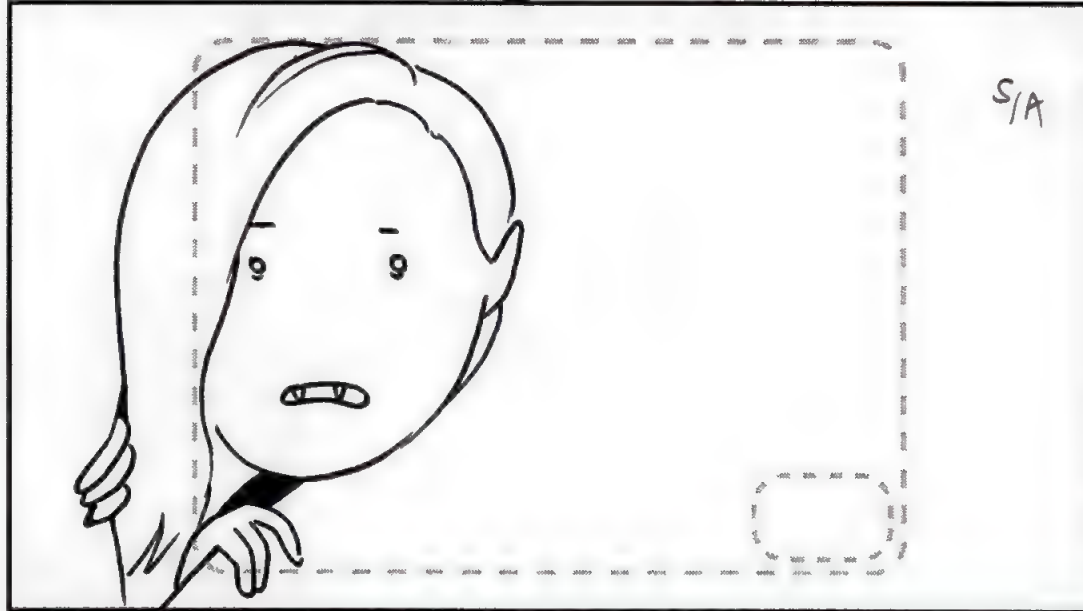
Bg.

day night

Sc. 16 cont Pnl. C

Bg.

Page 35
day night



Dialog:

(M) actually..

(M) I have something really serious
TO ASK.

Action:

MAR 24 2015

Timing:

EPISODE #

Production:

1034-212

1034/212

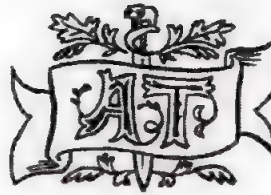
1034/212

1034/212

1034/212

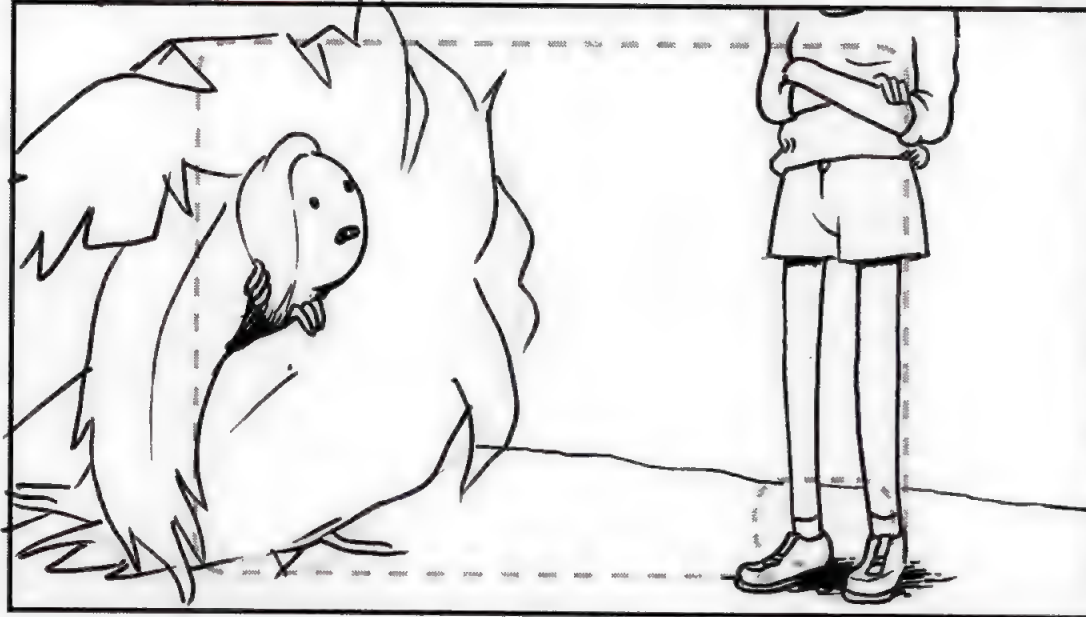
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ADVENTURE TIME

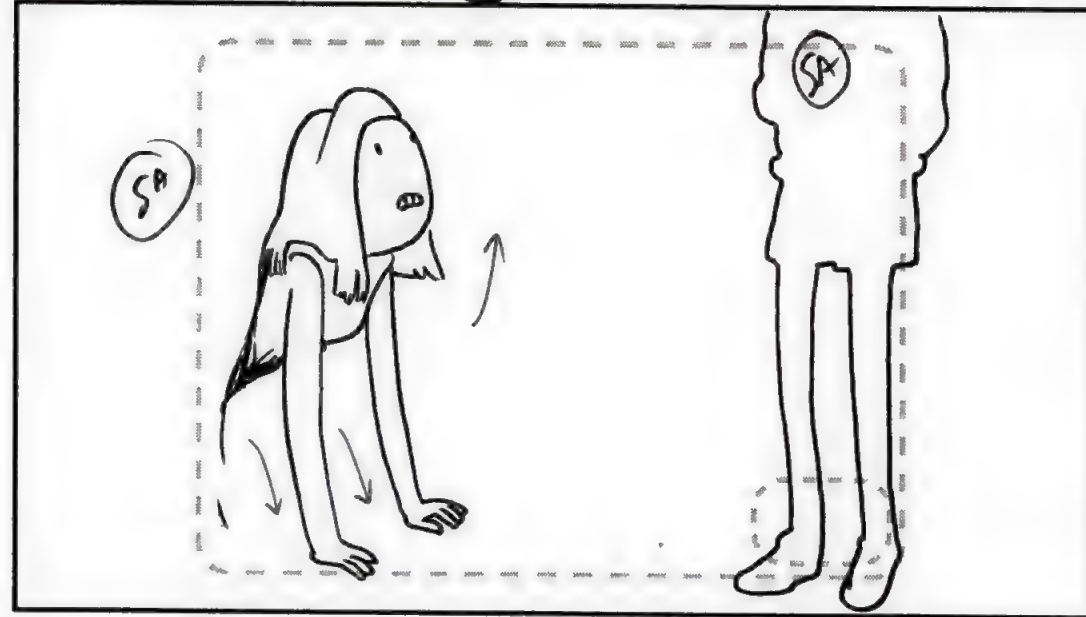


Page **36**

Sc. **17** Pnl. **A** Bg. day night



Sc. **17 cont** Pnl. **B** Bg. day night



Dialog:

(M) I want you to do the procedure

(M) the one we talked about?

Action:

- M CRAWLS OUT OF TREE,

Timing:

MAR 2 4 2015

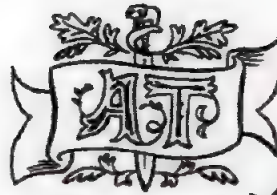
EPISODE # 1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



HW
G.

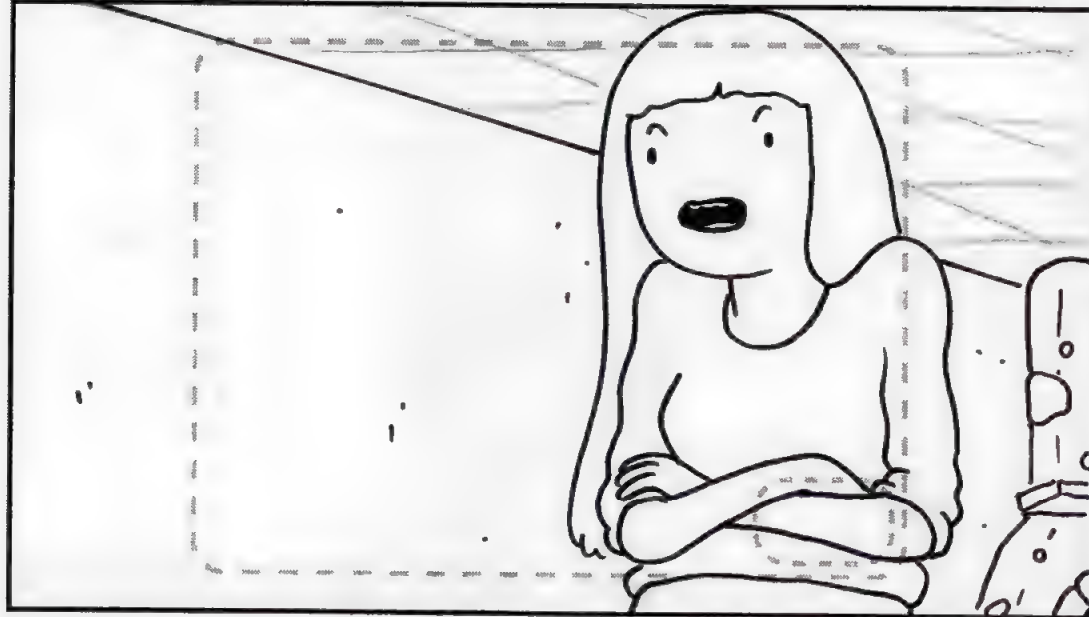
Page **37**

Sc. 18

Pnl. A

Bg.

day night

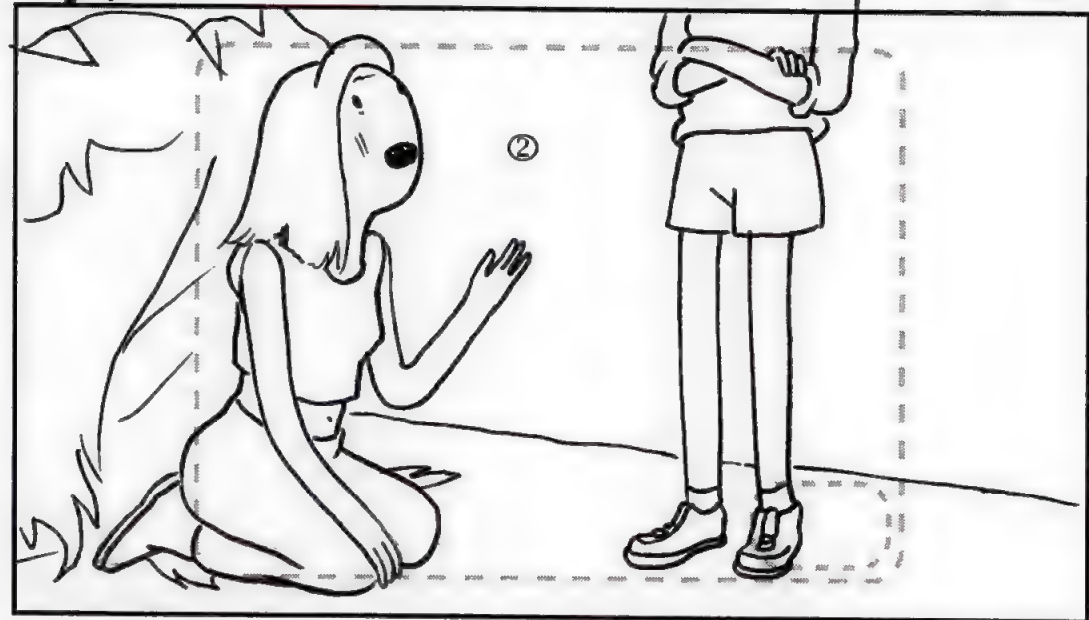


Sc. 19

Pnl. A

Bg.

day night



Dialog:

(P8)

I'm sorry, I don't think you'd make
a good blonde

(M)

NO, Not that -

Action:

Timing:



①

MAR 24 2015

EPISODE #

Production:

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1034/212

ADVENTURE TIME

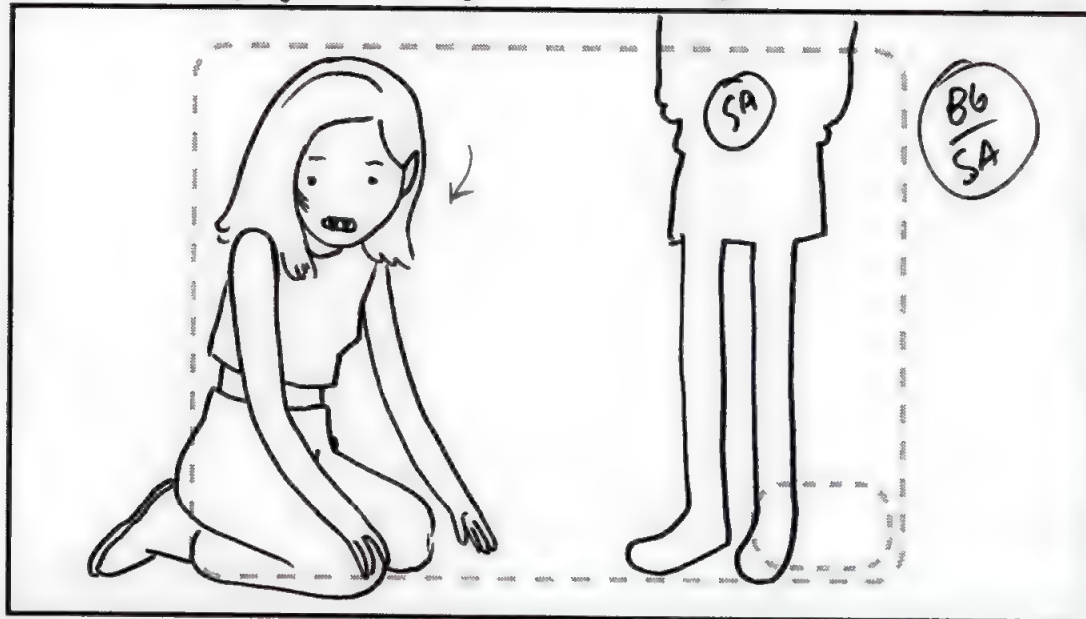


Page 38

Sc. 19 CONT Pnl. 8

Bg.

day night

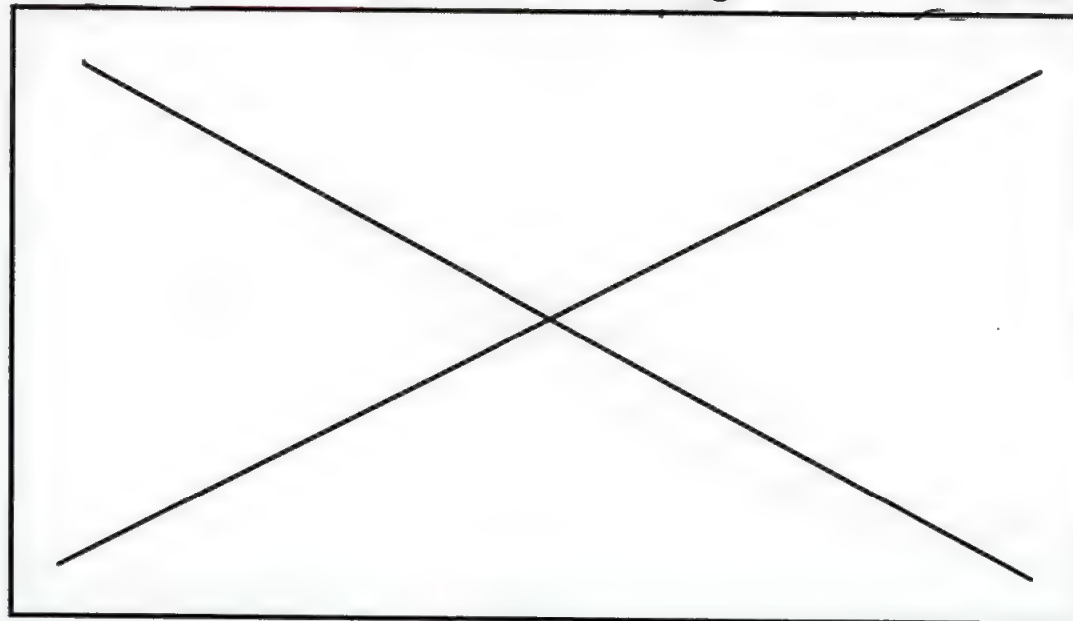


Sc.

Pnl.

Bg.

day night



Dialog:

(M) I don't want to be a Vampire any more

Action:

Timing:

MAR 24 2015

Production:

EPISODE #

1034-212

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1034/212



ADVENTURE TIME

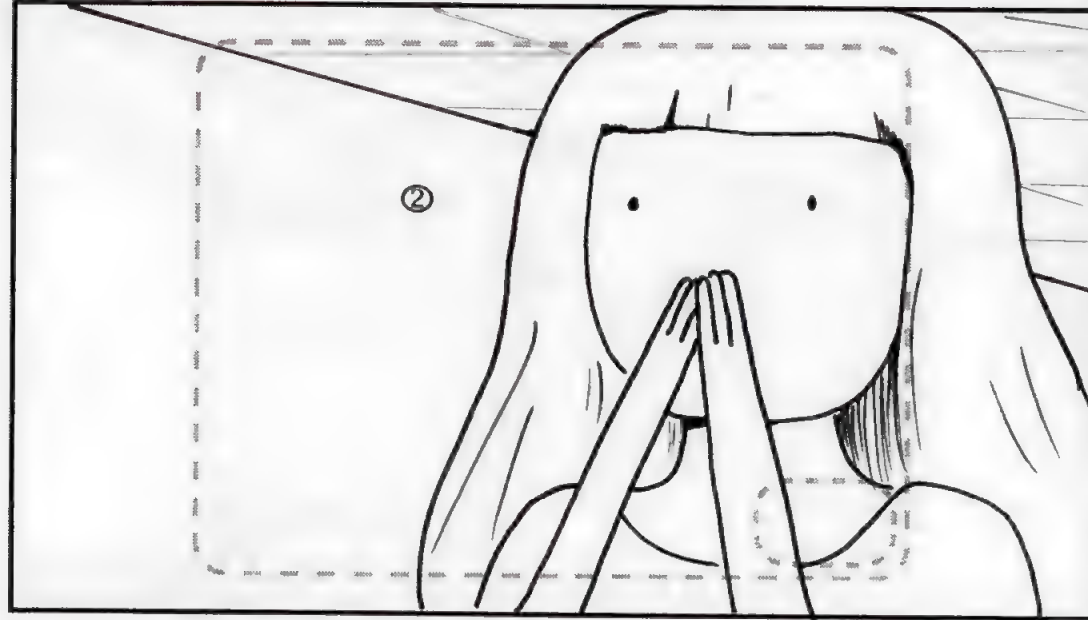
Page 39

Sc. 20

Pnl. A

Bg.

day night

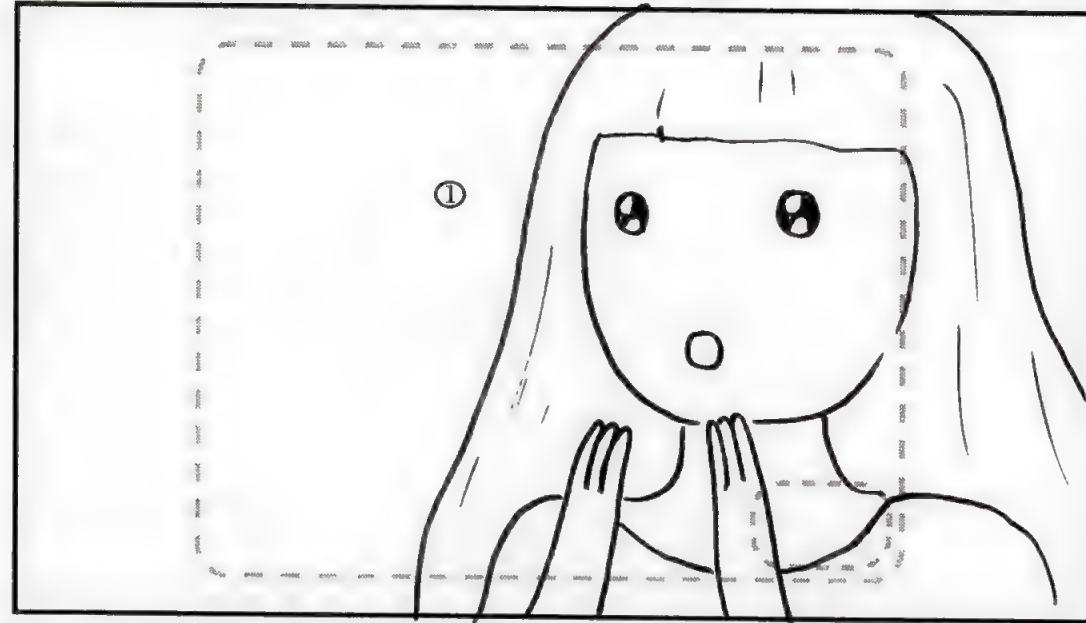


Sc. 20 cont

Pnl. B

Bg.

day night

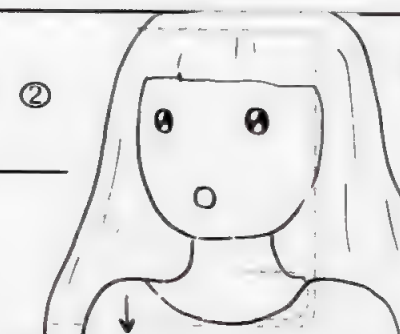


Dialog:

(PB) * gasp *

(PB) oh my Globness

Action:



hands out

MAR 24 2015

Timing:

Production:

EPISODE #

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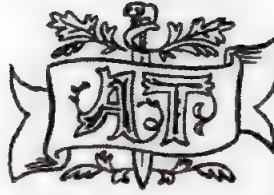
1034/212

1034/212

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ADVENTURE TIME



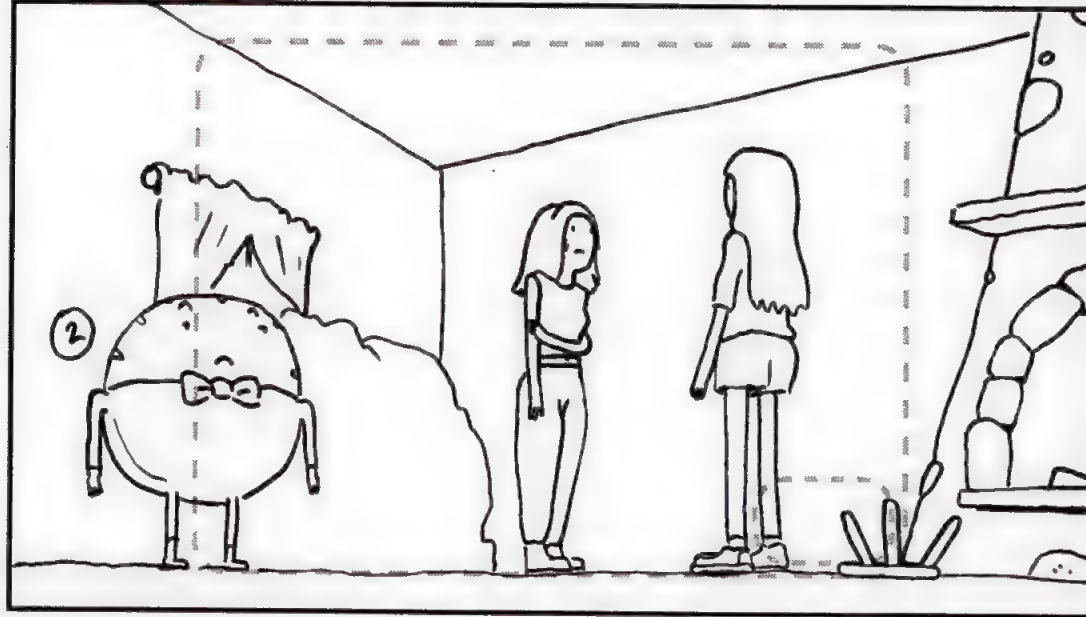
Page 40
day night

Sc. 21

Pnl. 1, A

Bg.

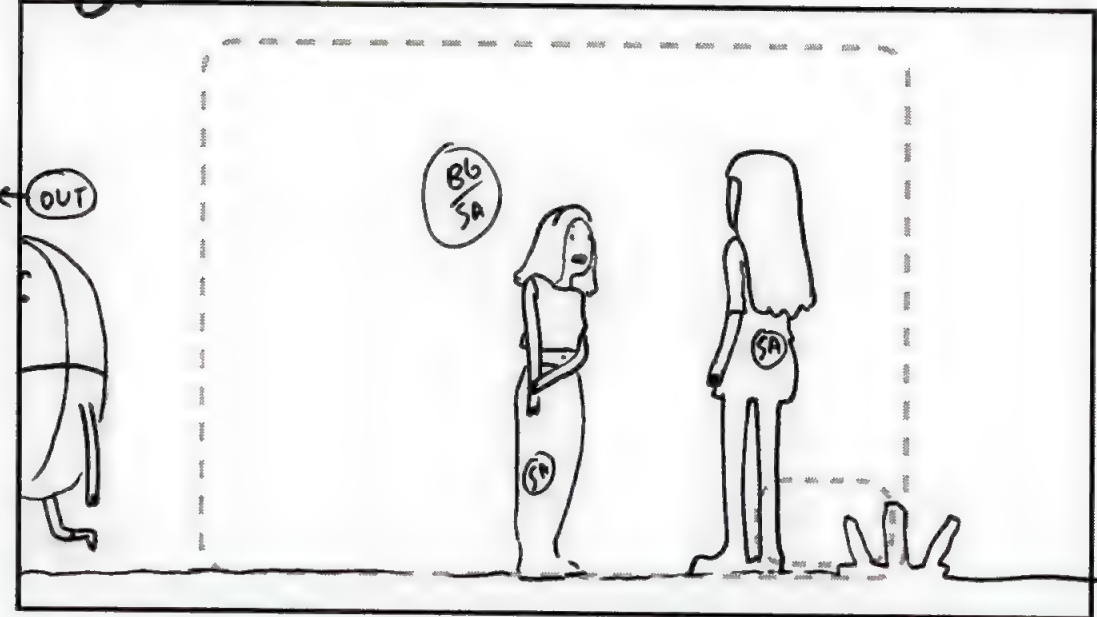
day night



Sc. 21 CONT Pnl. B

Bg.

day night



Dialog:

(M) You said you were working on a cure, RIGHT.

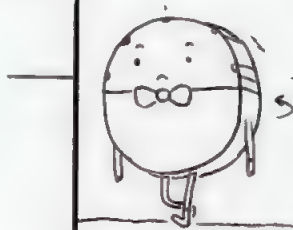
Action:

- Pep Butler turns & shrugs

Pep B walks os

MAR 24 2015

Timing:



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1034/212

Production:

1034/212

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ADVENTURE TIME



Sc. 21 CONT Pnl. C

Bg.

day night

Sc. 21 CONT Pnl. D

Bg.

Page 41
day night

10
a

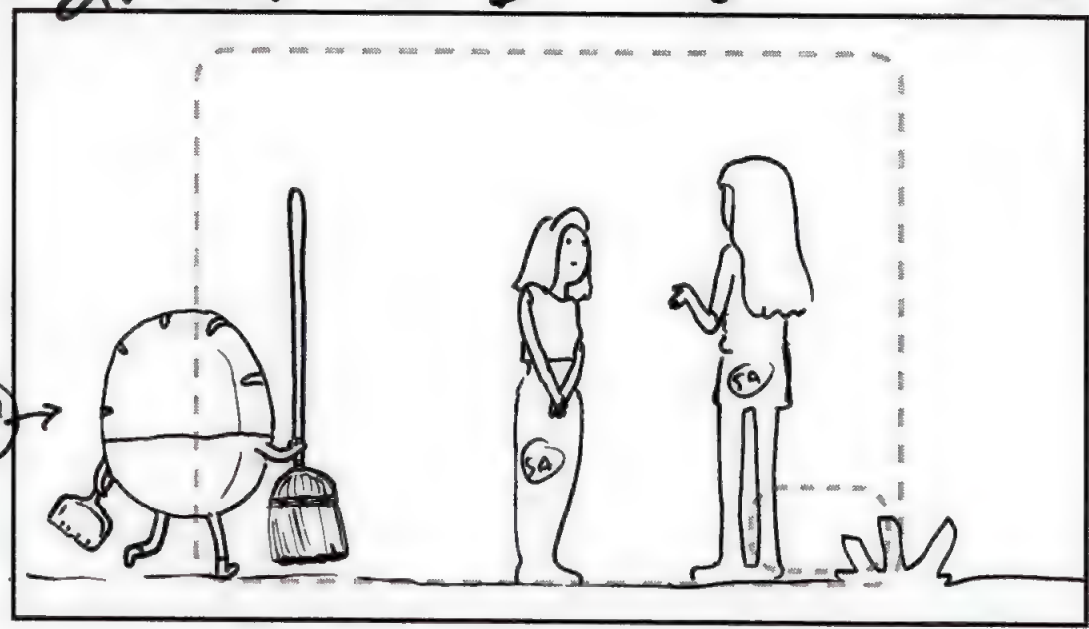
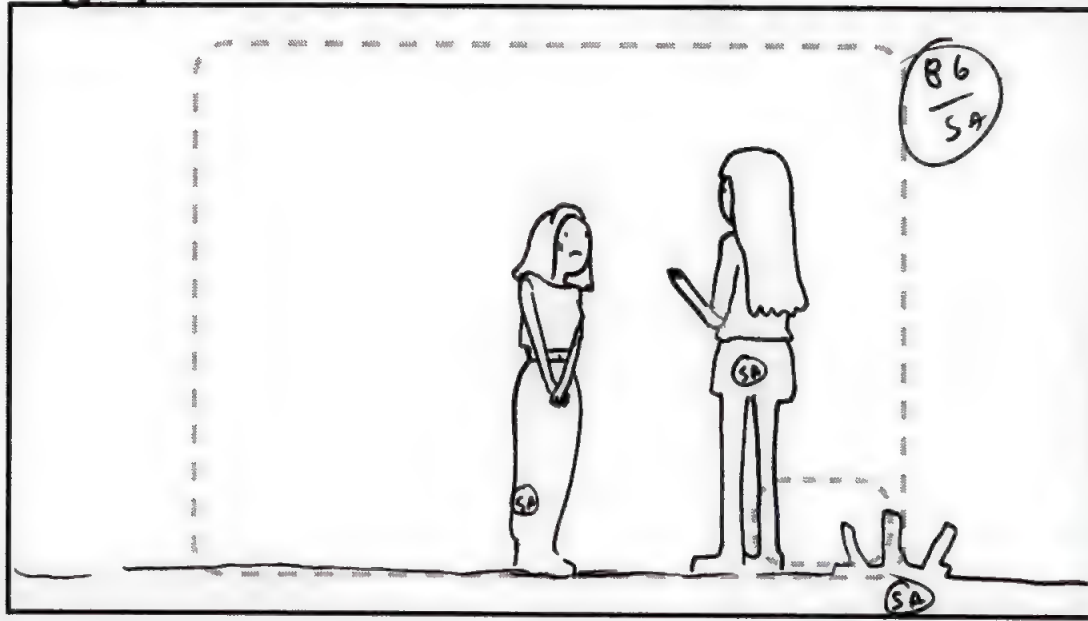
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EPISODE #

1034/212

Production:

1034/212



Dialog:	<p>(PB) well, the machine is built</p> <p>(PB) and the serums are ready,...</p>
Action:	<p>- Pep But walks back (IN) with broom & dustpan</p> <p>MAR 24 2015</p>
Timing:	

1034/212

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HW
Cute

ADVENTURE TIME



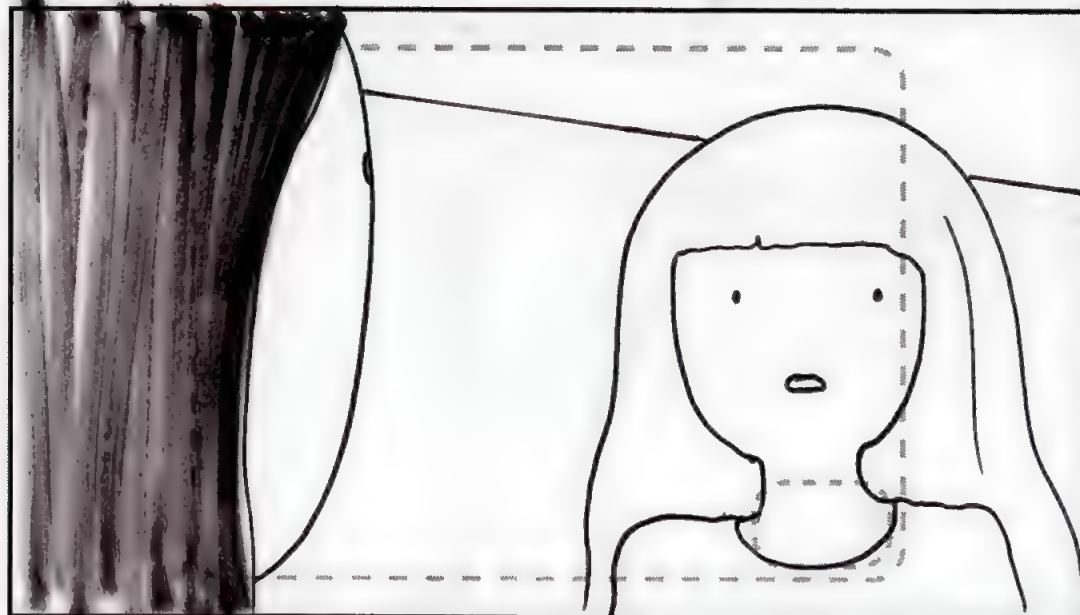
Page 42
day night

Sc. 22

Pnl. A

Bg.

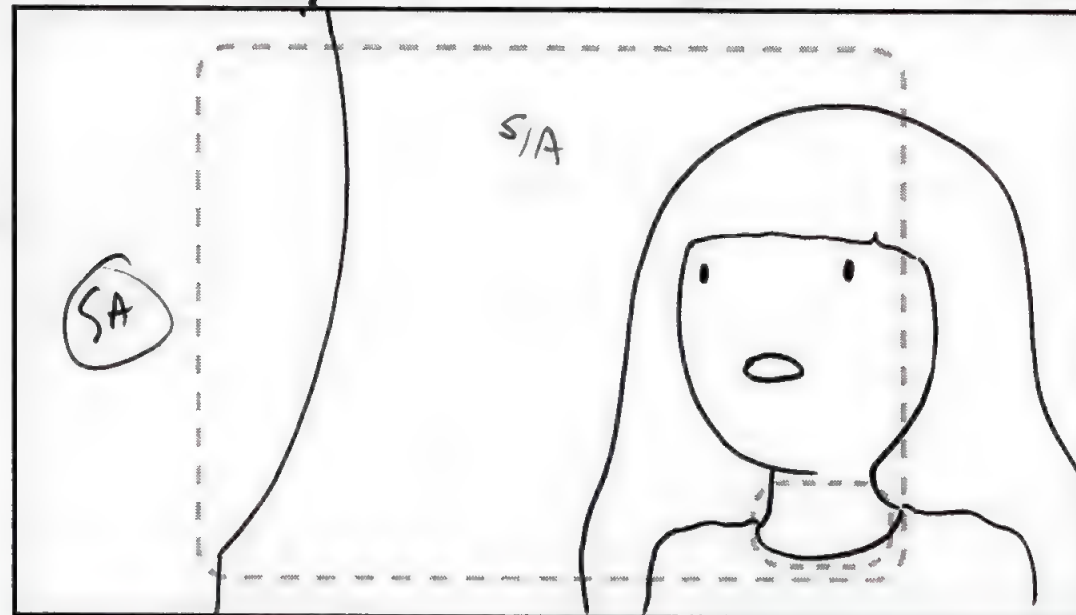
day night



Sc. 22 CONT Pnl. B

Bg.

day night



Dialog:

PB But..

PB are you Sure you wanna do this?

Action:

Timing:

MAR 24 2015

Production:

EPISODE #

1034-212

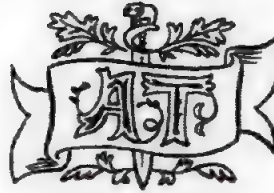
1034/212

1034/212

1034/212

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ADVENTURE TIME



Sc. 22 cont Pnl. C

Bg.

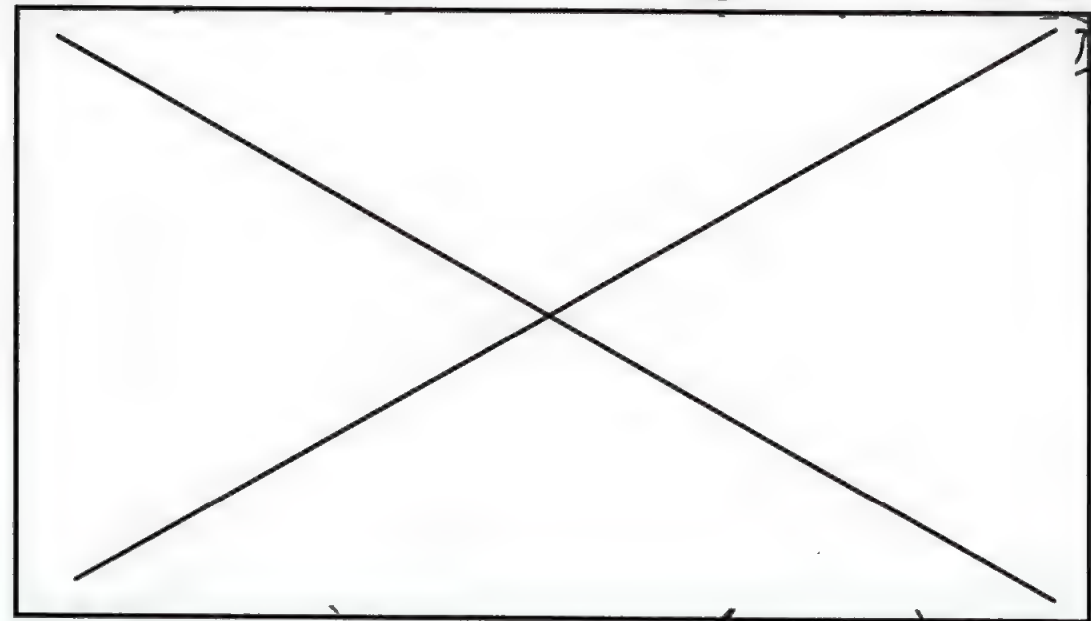
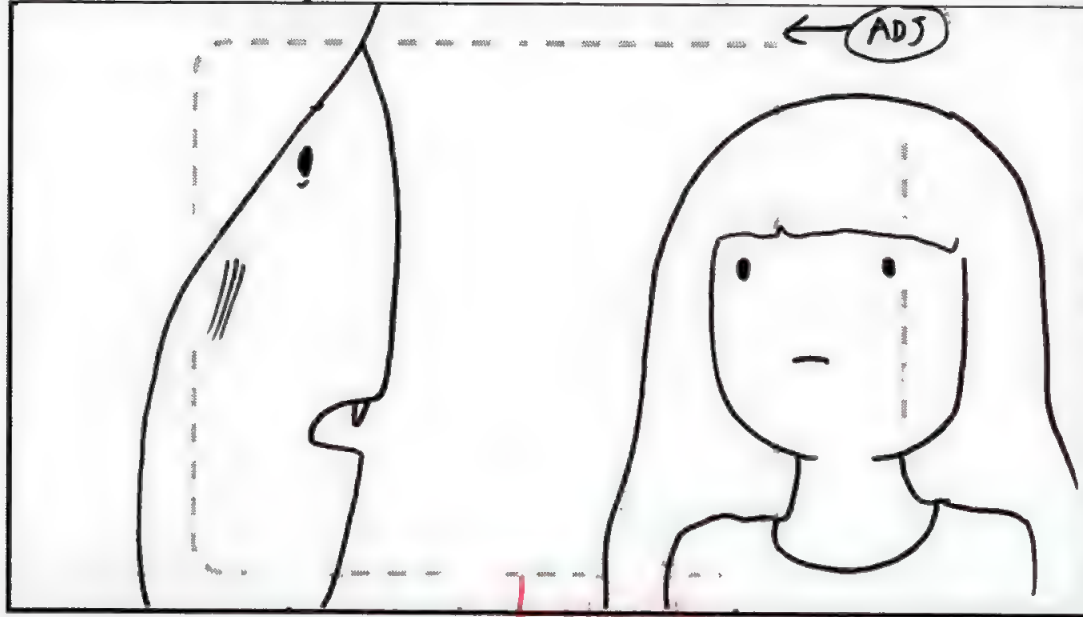
day night

Sc.

Pnl.

Bg.

Page 48
43A NEXT
day night



Dialog:

(M) I'm sure.

Action:

- M TURNS

- ADJ. w/ ACTION

MAR 24 2015

Timing:

EPISODE #

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Production:

1034/212

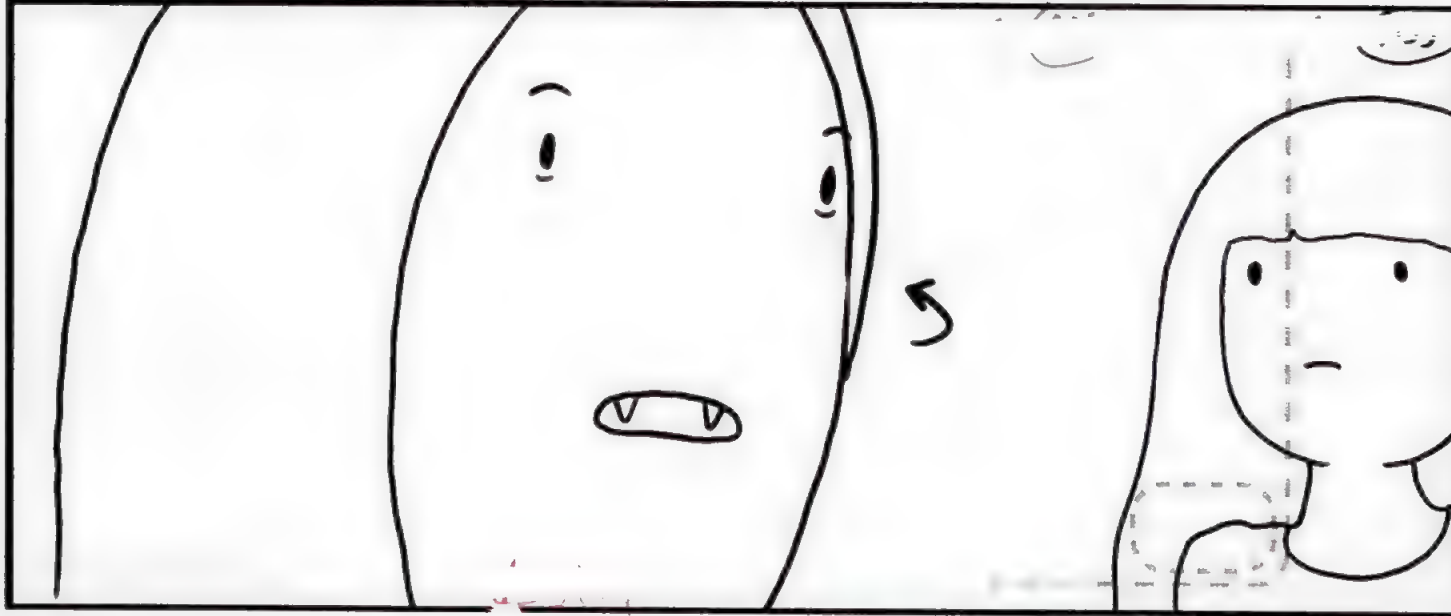
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ADVENTURE TIME



Sc. 22 CONT Pnl. D Bg. day night Sc Pnl. Bg.

Page 43 A
day night 43 D NEXT



Dialog:

Action:

- M TURNS
- ADJ. w/ ACTION

Timing:

MAR 24 2015

EPISODE #

Production:

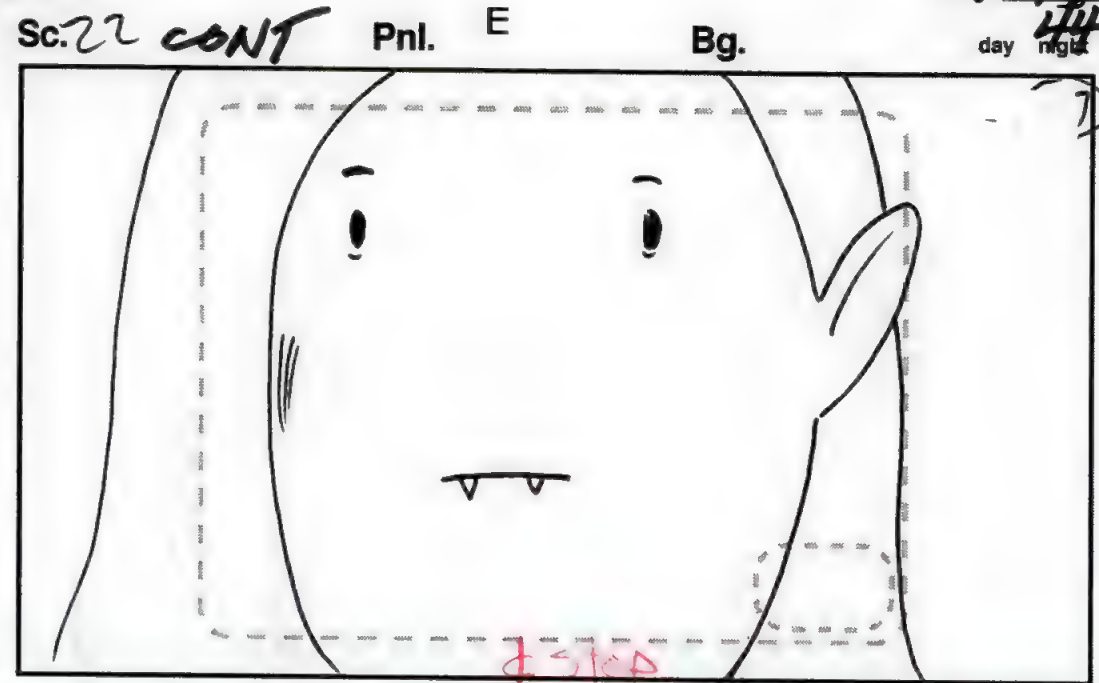
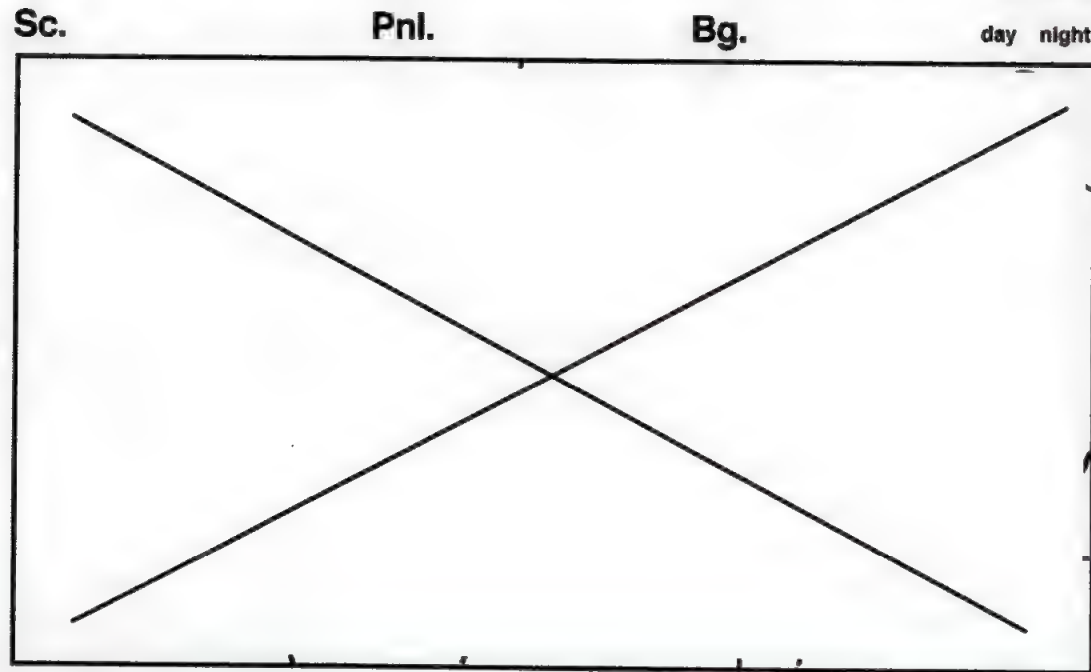
1034-212

1034/212

1034/212

1034/212

ADVENTURE TIME



Page *43* B
44 NEXT

Dialog:

Action:

Timing:

(BLINK)

MAR 2 4 2015

EPISODE #

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Production:

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1034/212

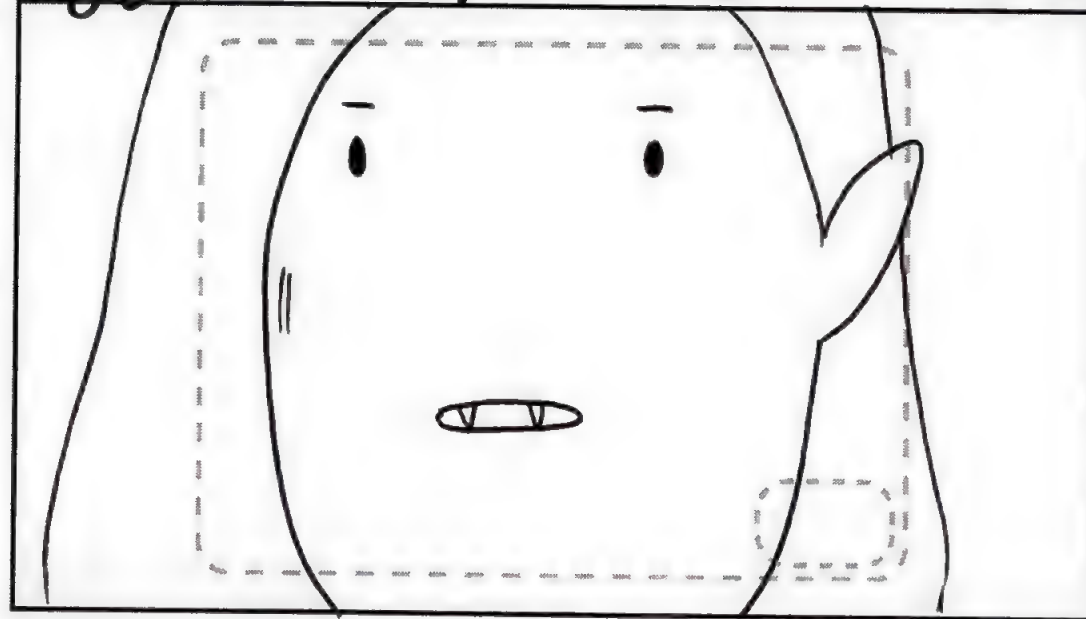
ADVENTURE TIME



Sc. *22 cont* Pnl. *F*

Bg.

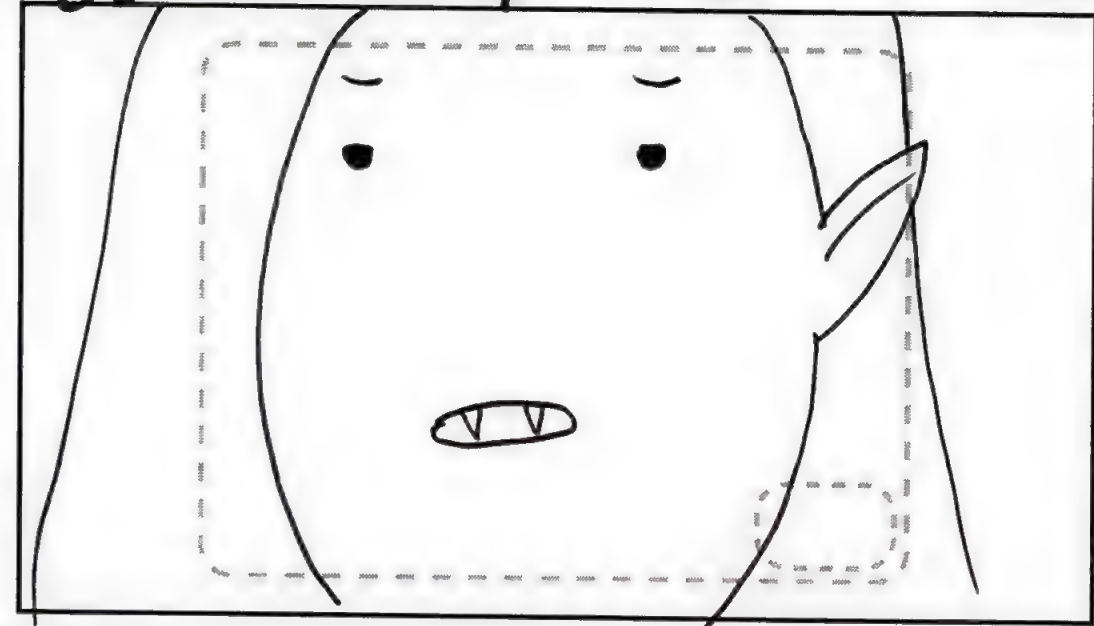
day night



Sc. *22 cont* Pnl. *G*

Bg.

day night



Page *44*

1034-212

EPISODE #

1034/212

Dialog:

(M) Some bad things happened to me when I was little.

*(M) WHEN I BECAME A VAMPIRE,
I WAS JUST A MESSED-UP
KID.*

Action:

MAR 24 2015

Timing:

Production:

1034/212

1034/212

1034/212

ADVENTURE TIME

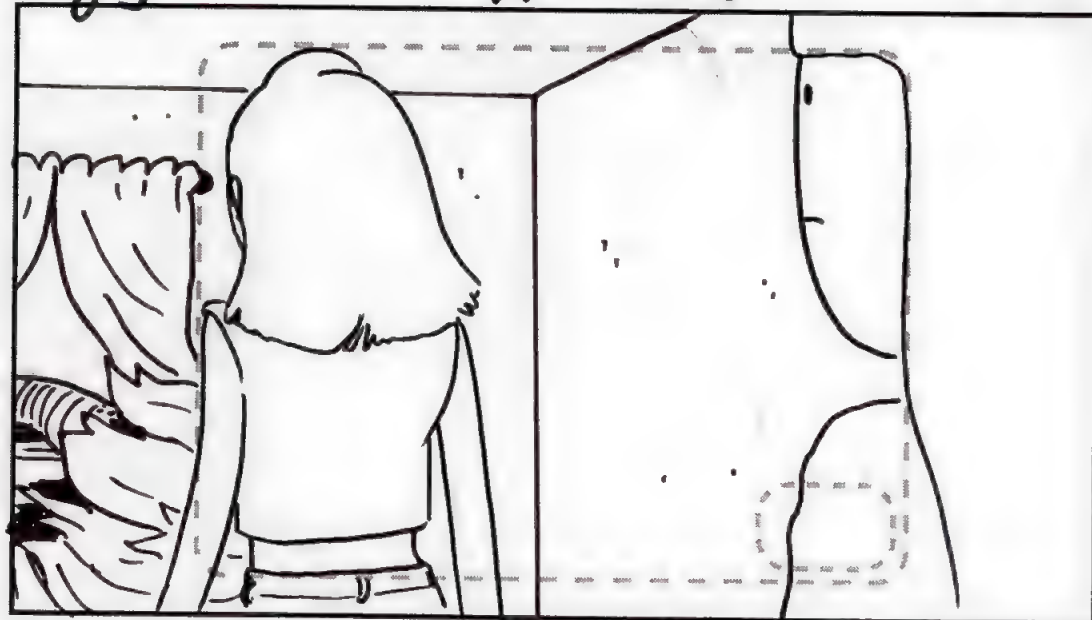


Sc. **23**

Pnl. **A**

Bg.

day night

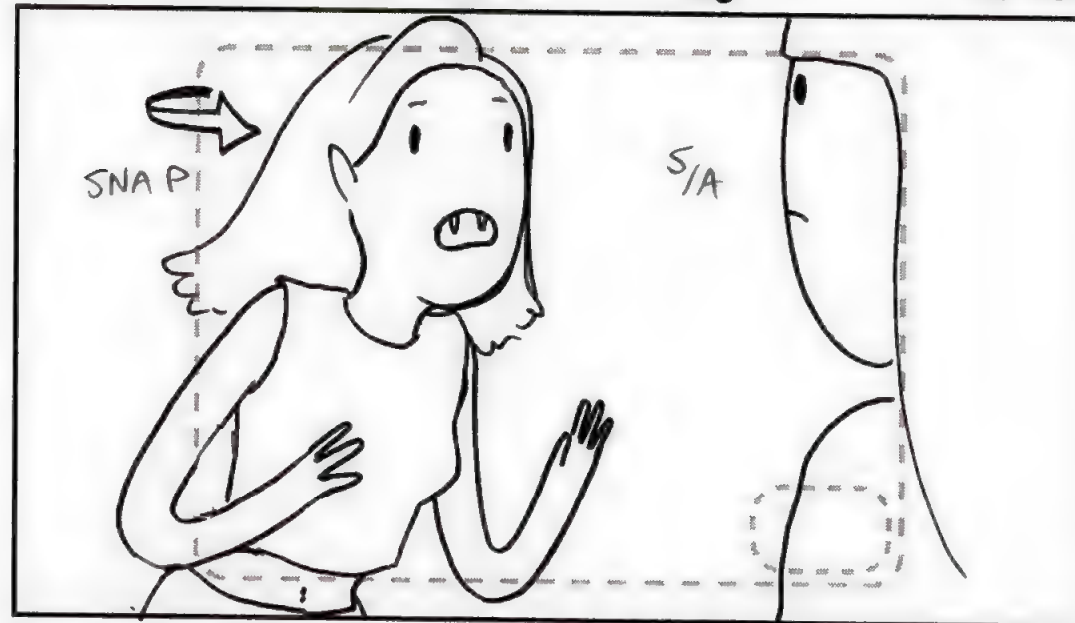


Sc. **23 CONT**

Pnl. **B**

Bg.

Page **45**
day night



Dialog:

(M) Now it's 1,000 years later

(M) And I'm still messed up!

Action:

-M TURNS QUICKLY.

Timing:

MAR 24 2015

Production:

EPISODE #

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1034/212

1034/212

1034/212

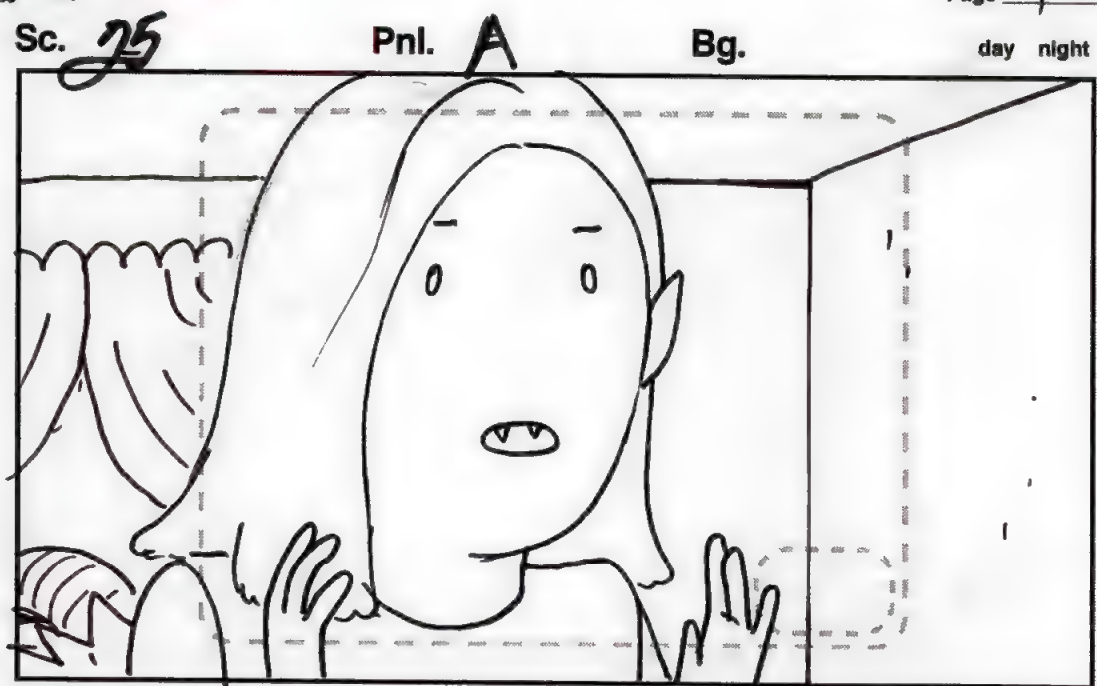
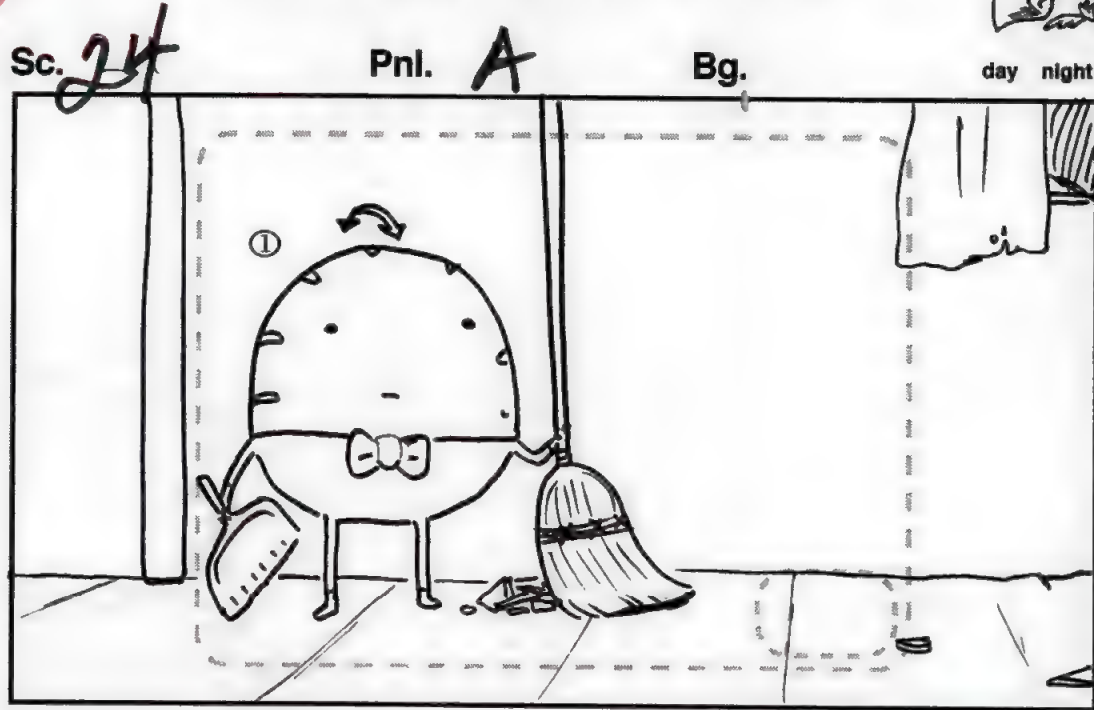
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ADVENTURE TIME



duh

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Dialog:

(M) I don't want to spend eternity like this ... with this..

Action:

lep Butler nods his head

Timing:

MAR 24 2015

EPISODE #

Production:

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1034/212

1034/212

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ADVENTURE TIME

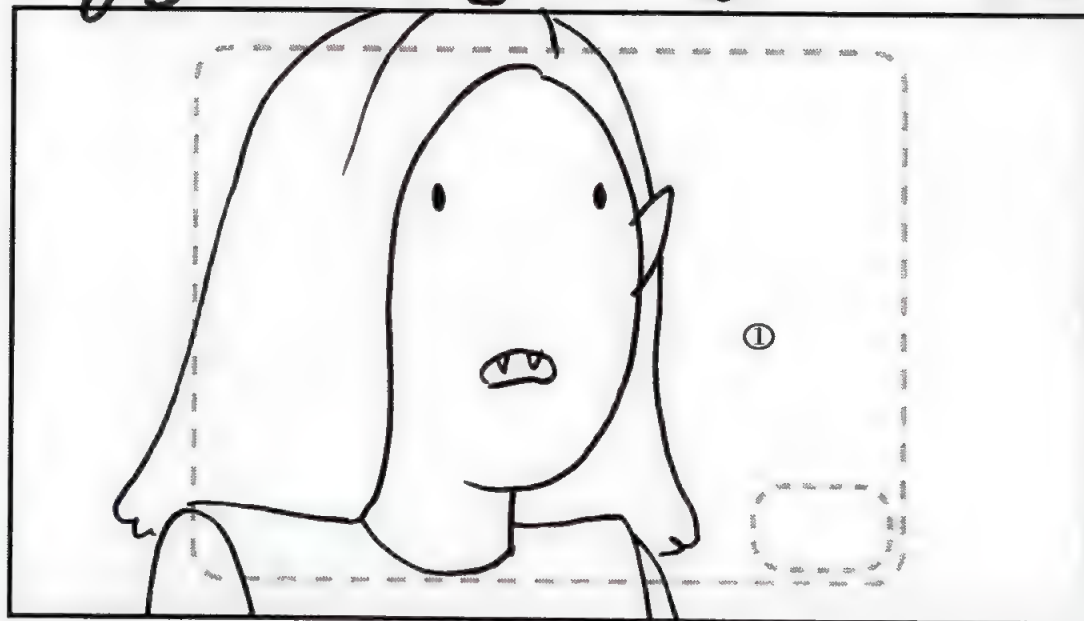


no cut

Sc. 25 CONT Pnl. B

Bg.

day night

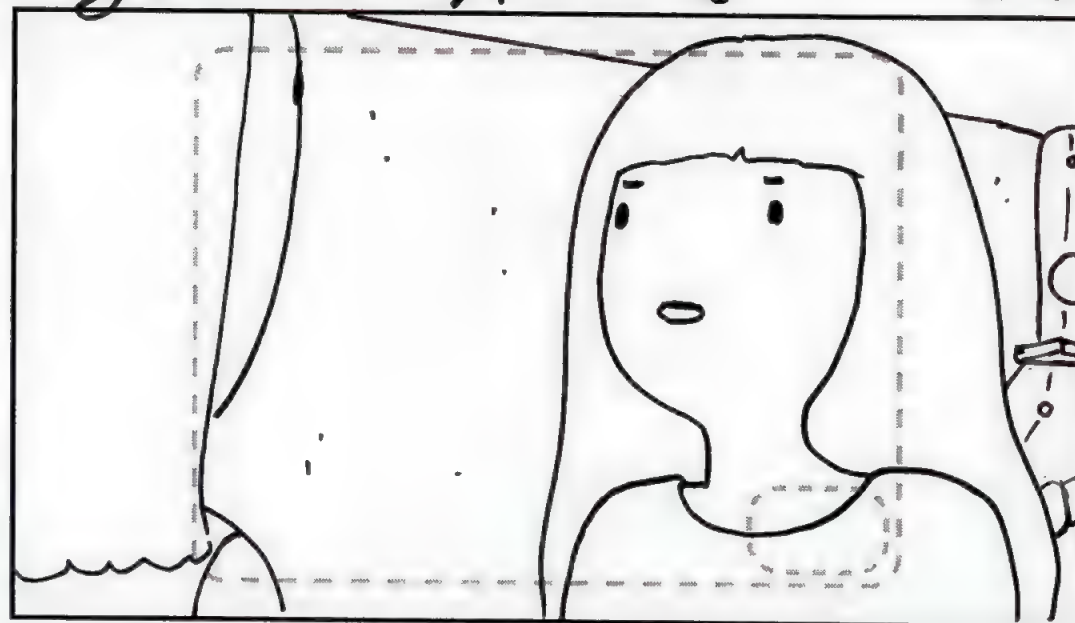


Sc. 26

Pnl. A

Bg.

Page 47
day night



Dialog:

(M) Emptiness ...I want to grow up

(PB)

OKAY. LET'S DO THIS.

Action:

Timing:



MAR 24 2015

Production:

EPISODE #

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1034/212

1034/212

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 27

Pnl. A

Bg.

day night

1034/212

Sc. Pnl. Bg. day night

Sc. 27

Pnl. A

Bg.

day night

1034/212

Dialog:

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

1034/212

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1034/212

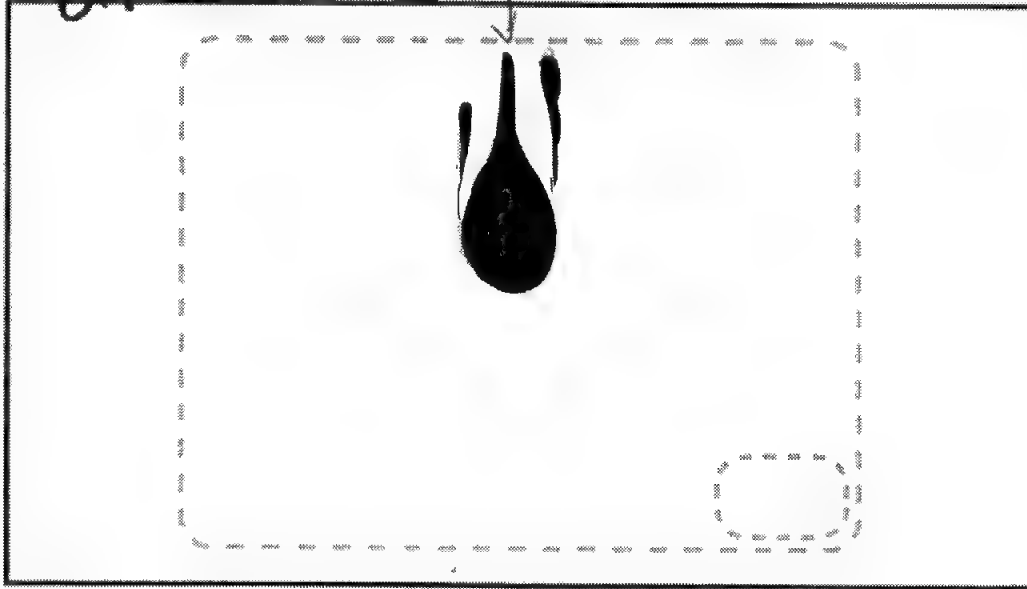
ADVENTURE TIME



REVISED
4/17/15

Page **49**

Sc. **27 CONT** Pnl. **B** ^(IN) Bg. day night



Sc. **27 CONT** Pnl. **C** Bg. day night



Dialog:

Action:

—drop of inky black liquid drops into clear liquid

MAR 24 2015

Timing:

EPISODE #
1034-212

Production:

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ADVENTURE TIME



REVISED
4/17/15

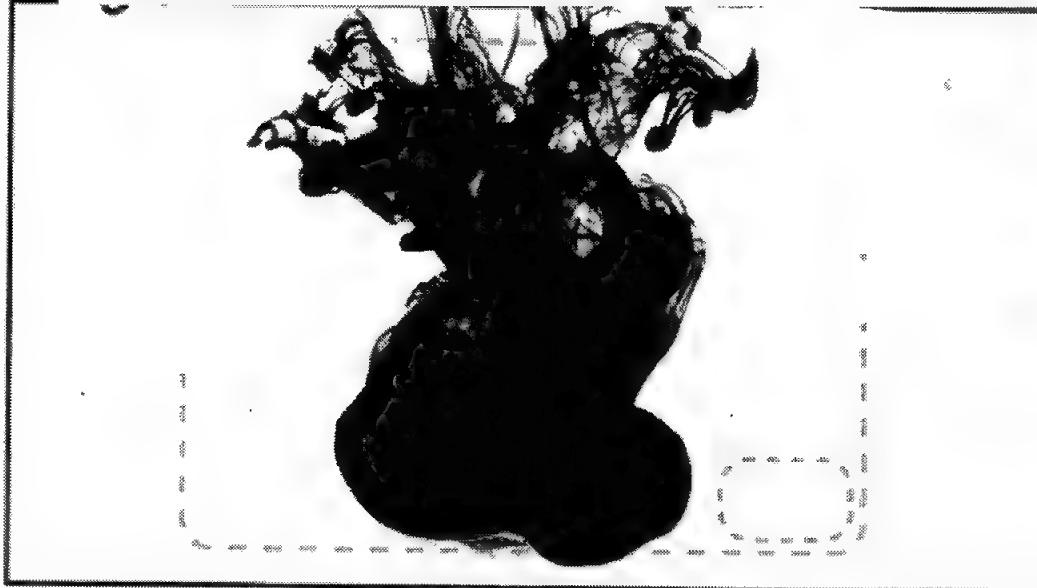
Page **50**

Sc.

29 CONT Pnl. **D**

Bg.

day night



Sc.

27 CONT Pnl. **E**

Bg.

day night



Dialog:

PB (vo): This means...someday...

Action:

- BLACK LIQUID SPREADS/ DIFFUSES

Timing:

MAR 24 2015

EPISODE #

1034-212

Production:

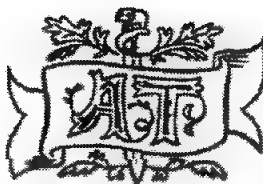
1034/212

1034/212

1034/212

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ADVENTURE TIME



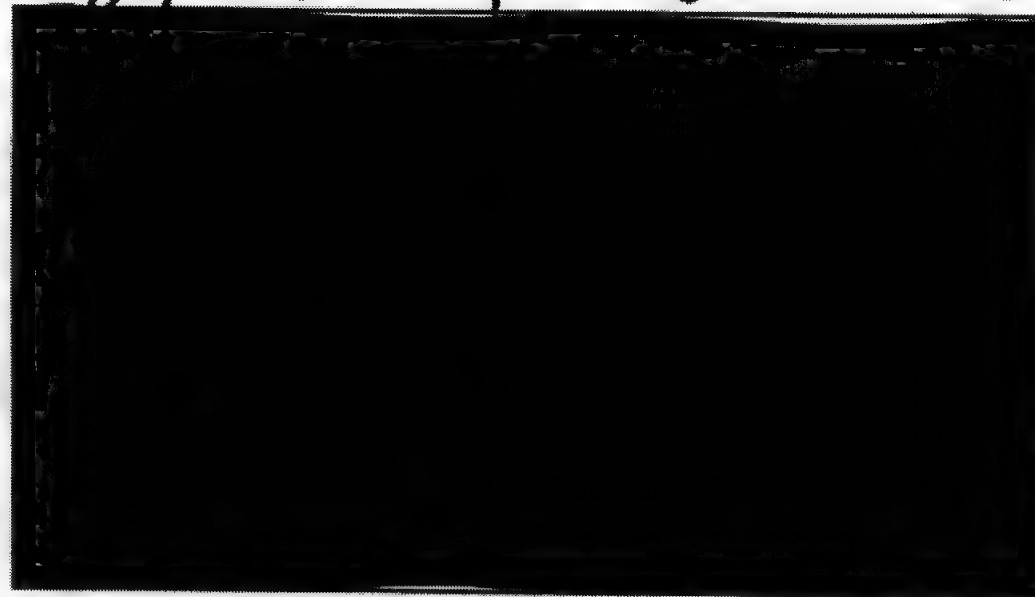
REVISED
4/17/15

Page 51

Sc. 27 cont Pnl. F Bg. 1 day night



Sc. 27 cont Pnl. G Bg. 1 day night



cut

1034-212

EPISODE #

1034/212

Production:

1034/212

Dialog:

(PB)

(PB) (os) you'll die

Action:

MAR 24 2015

Timing:

Cut

ADVENTURE TIME



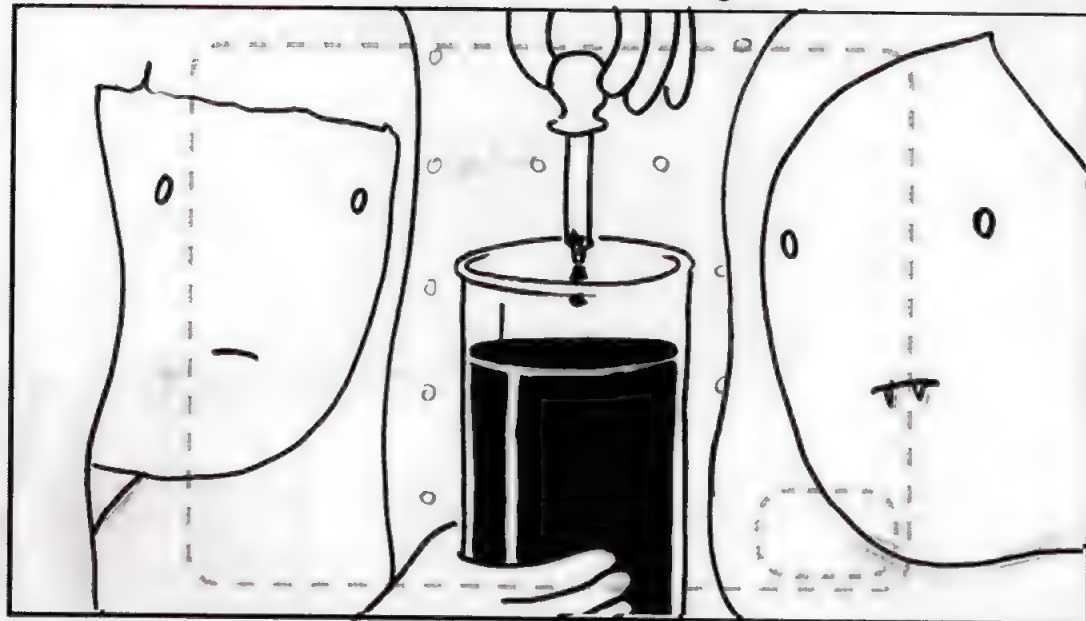
Page **52**

Sc. 28

Pnl. A

Bg.

day night

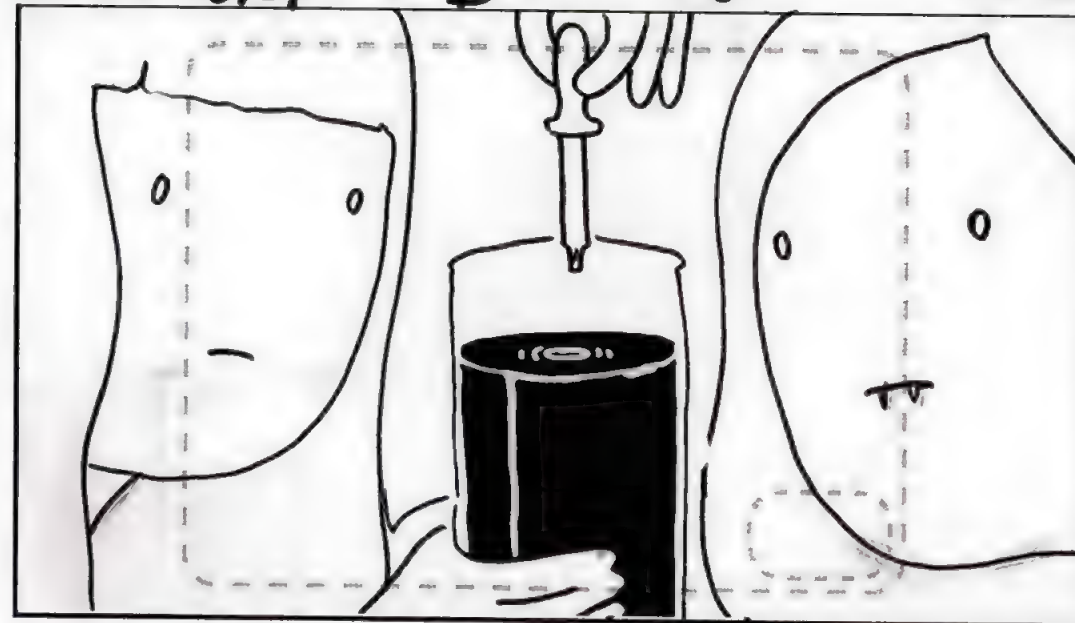


Sc. 28 *CONT*

Pnl. *B*

Bg.

day night



Dialog:

SFX: * SQUIRT *

Action:

Timing:

MAR 24 2015

Production:

EPISODE #

1034-212

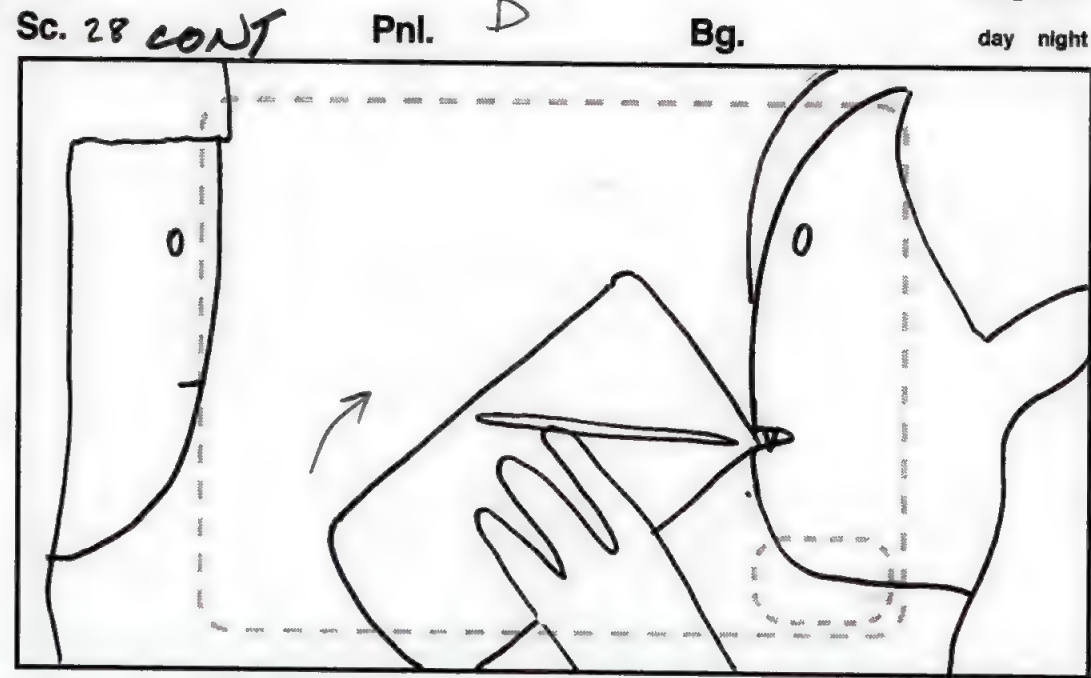
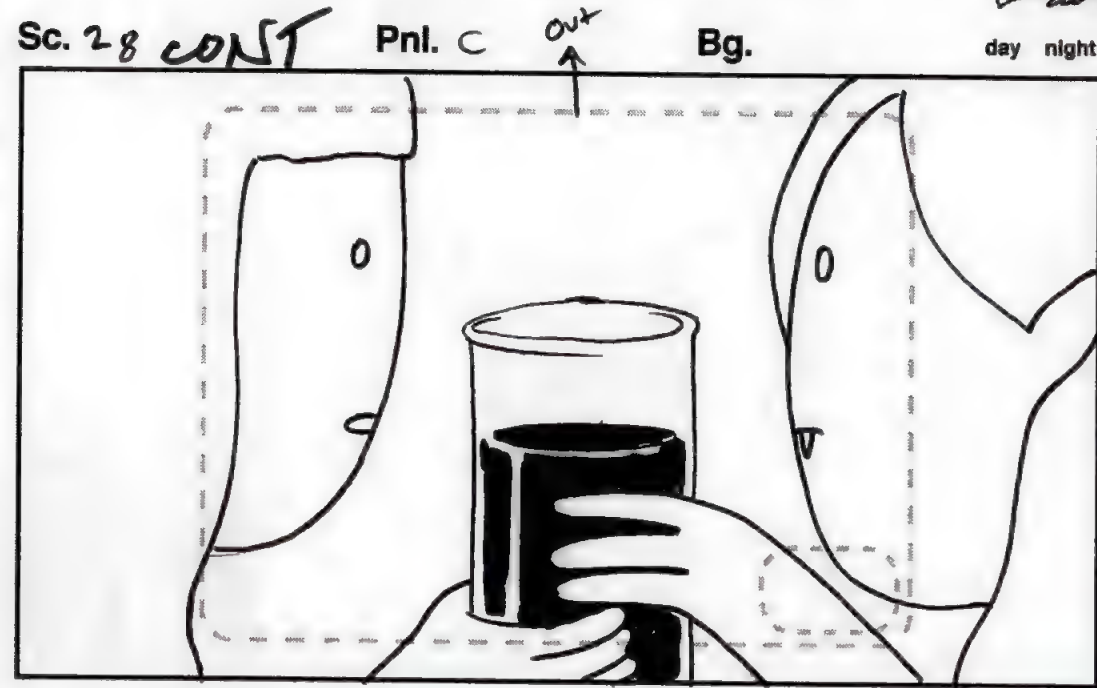
1034/212

1034/212

ADVENTURE TIME



Page **53**



Dialog:

(PB) you know that, right?

Action:

- M. TILTS GLASS

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

Production:

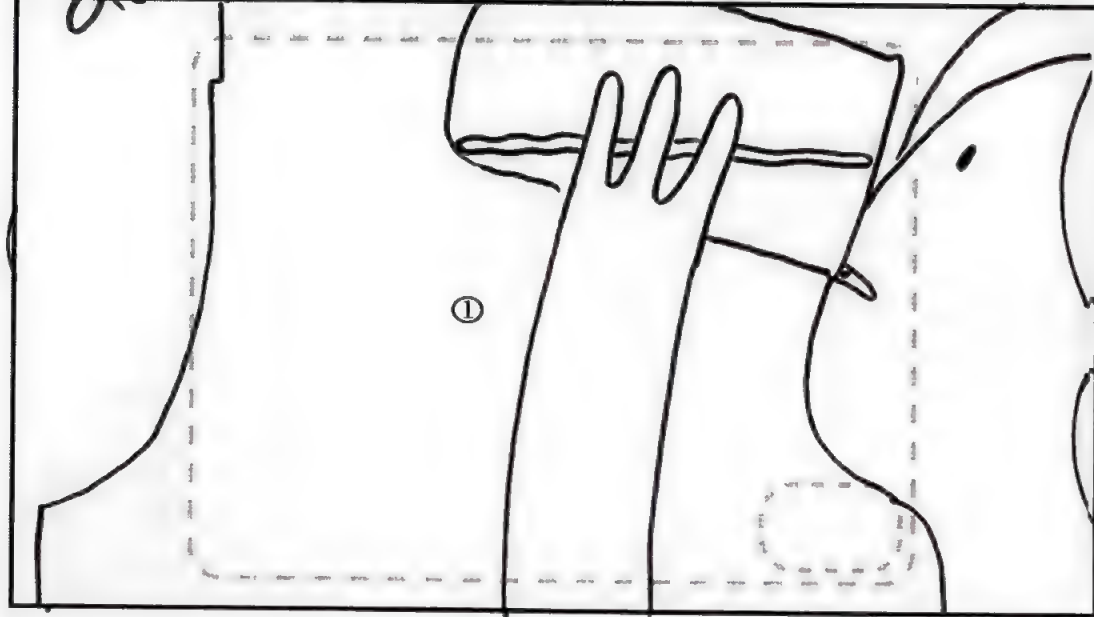
1034/212



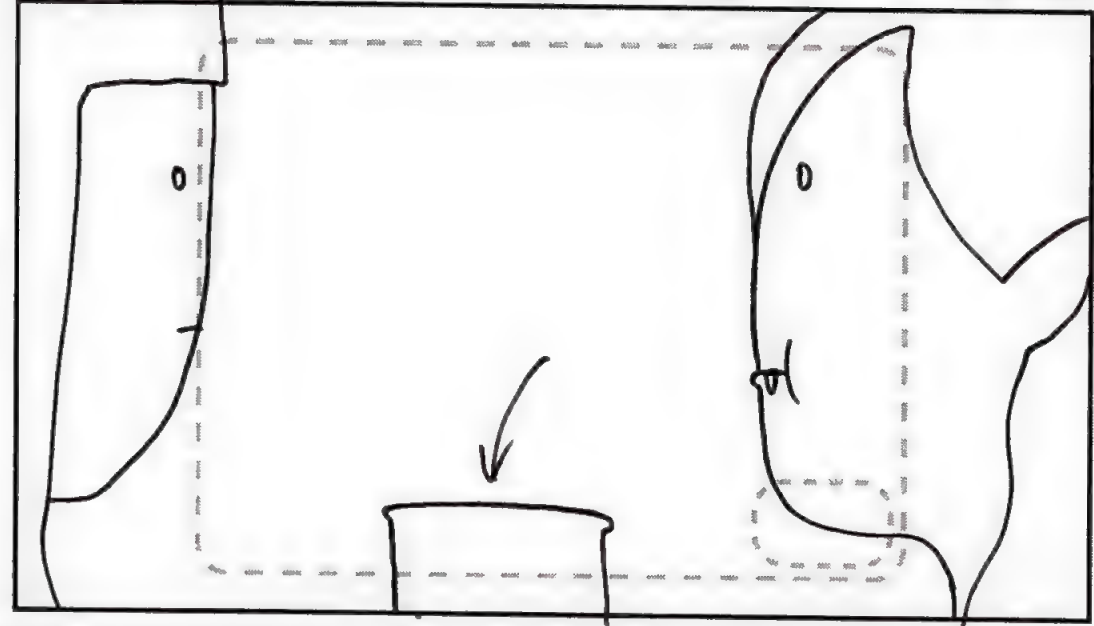
ADVENTURE TIME

Page **54**

Sc. **28 CONT** Pnl. **E** Bg. day night



Sc. **28 CONT** Pnl. **F** Bg. day night



Dialog:

(M) SFX + gulp*

Action:

- M drinks all the Fluid

Timing:



MAR 24 2015

EPISODE #

Production:

1034-212

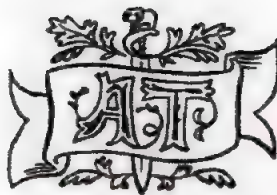
1034/212

1034/212

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ADVENTURE TIME



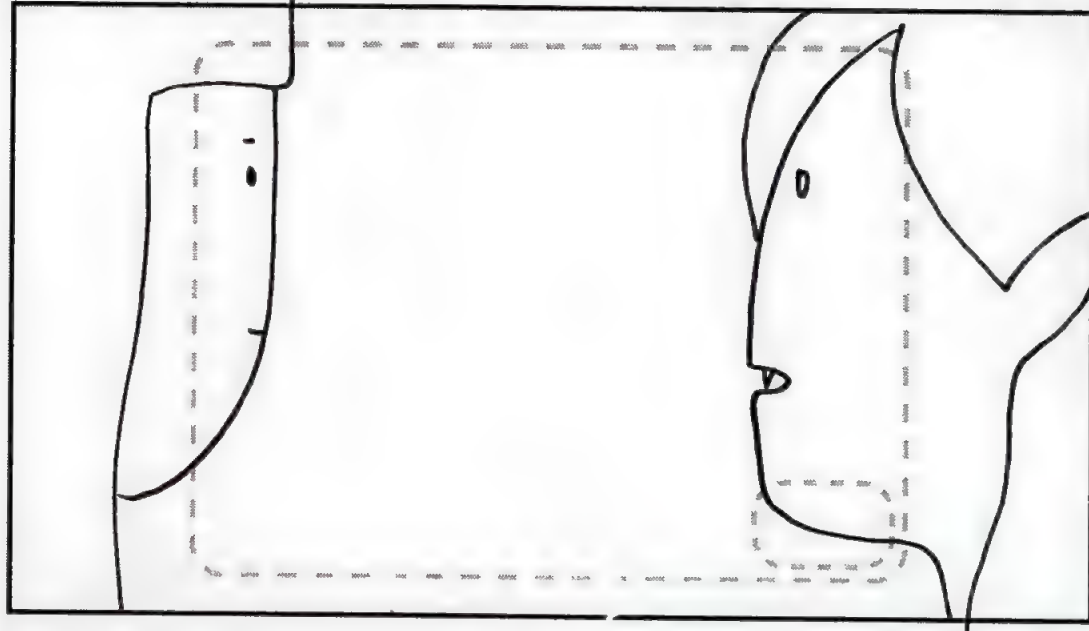
Page 55

Sc. 28 CONT

Pnl. G

Bg.

day night

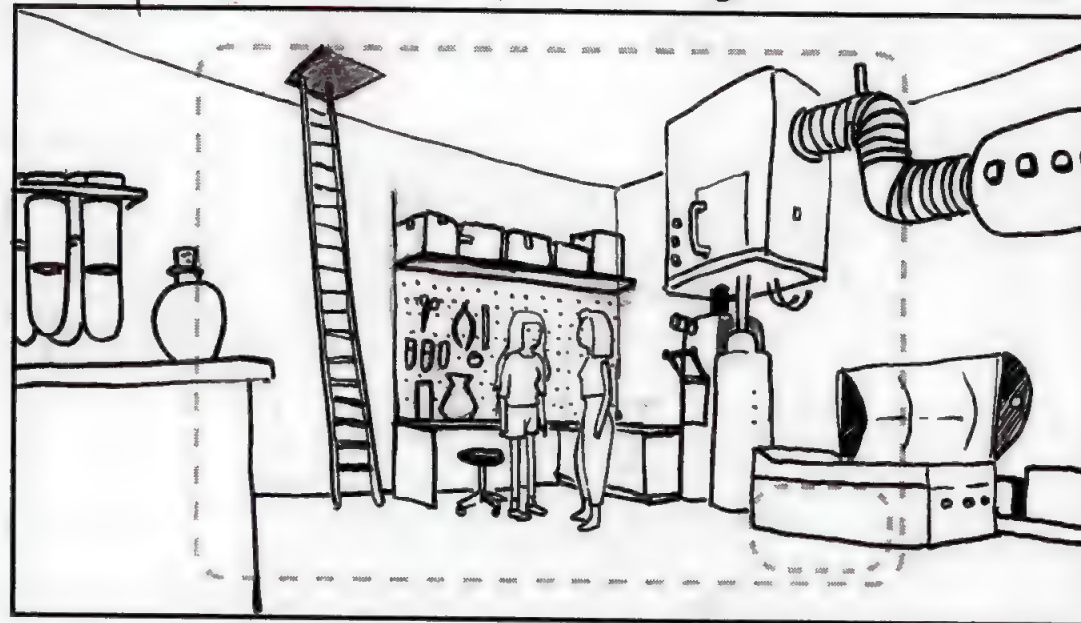


Sc. 29

Pnl. A

Bg.

day night



Dialog:

(M) I guess that'll be my last adventure.

Action:

-PB'S LABORATORY BENEATH CABIN.

Timing:

MAR 24 2015

EPISODE #

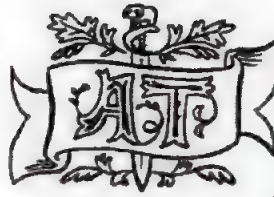
1034-212

1034/212

Production:

1034, 212

ADVENTURE TIME



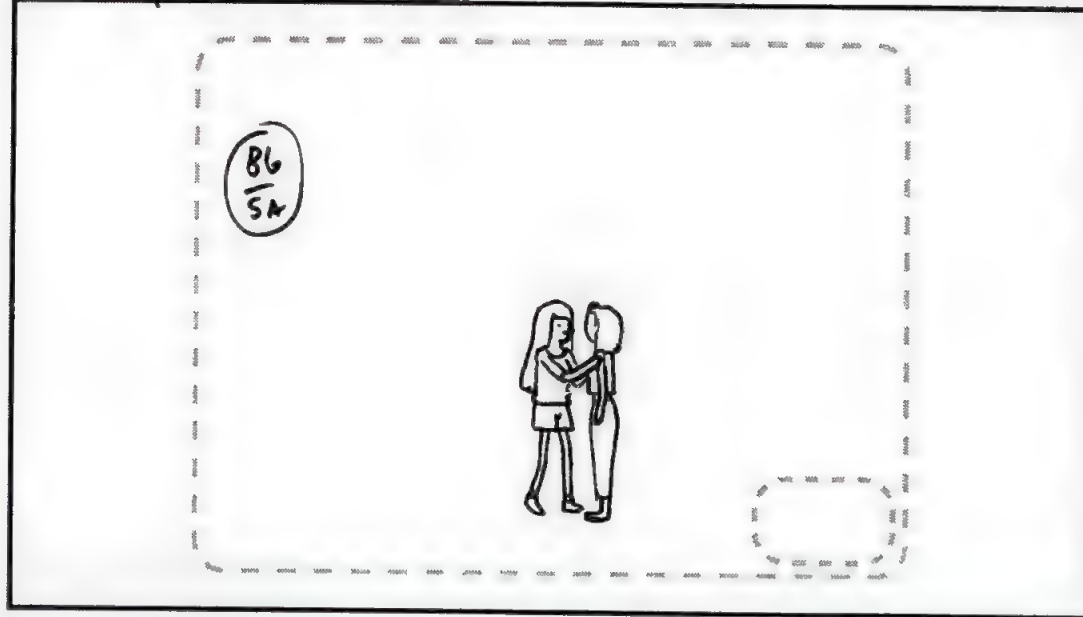
He
cut

Page **56**

Sc. **29 CONT** Pnl. **B**

Bg.

day night

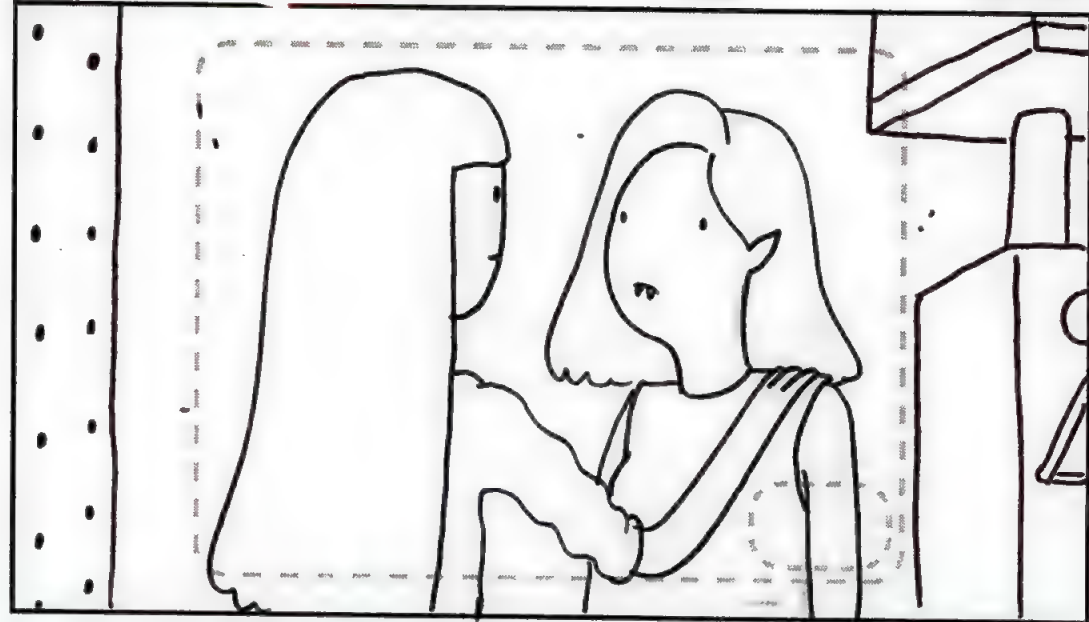


Sc. **30**

Pnl. **A**

Bg.

day night



Dialog:

(PB) Marceline ...



-)

Action:

-PB TOUCHES M'S SHOULDER.

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

Production:

1034/212

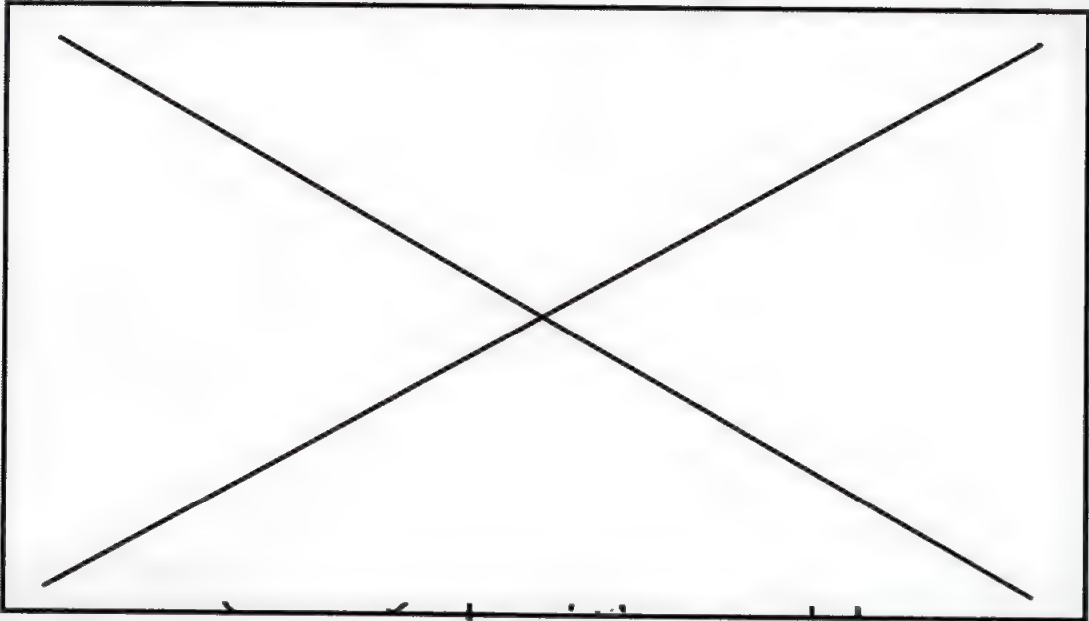
1034/212

ADVENTURE TIME

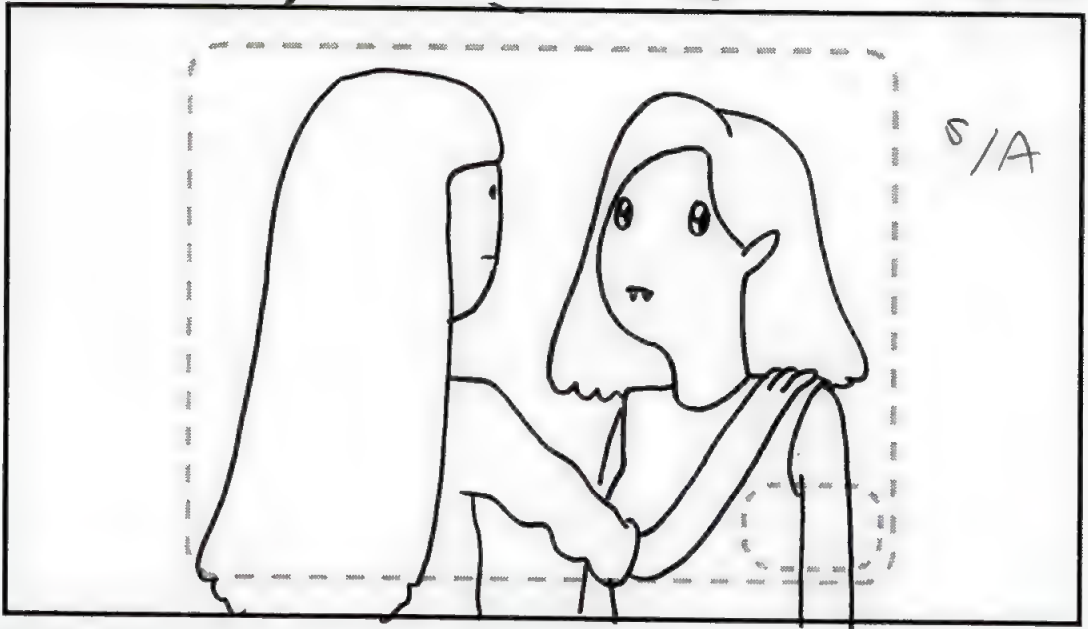


*Hu
cut*

Sc. Pnl. Bg. day night



Sc. **30 CONF** Pnl. **B** Bg. day night



Dialog:
Action:
Timing:

MAR 24 2015

EPISODE #
1034-212

Production:

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ADVENTURE TIME

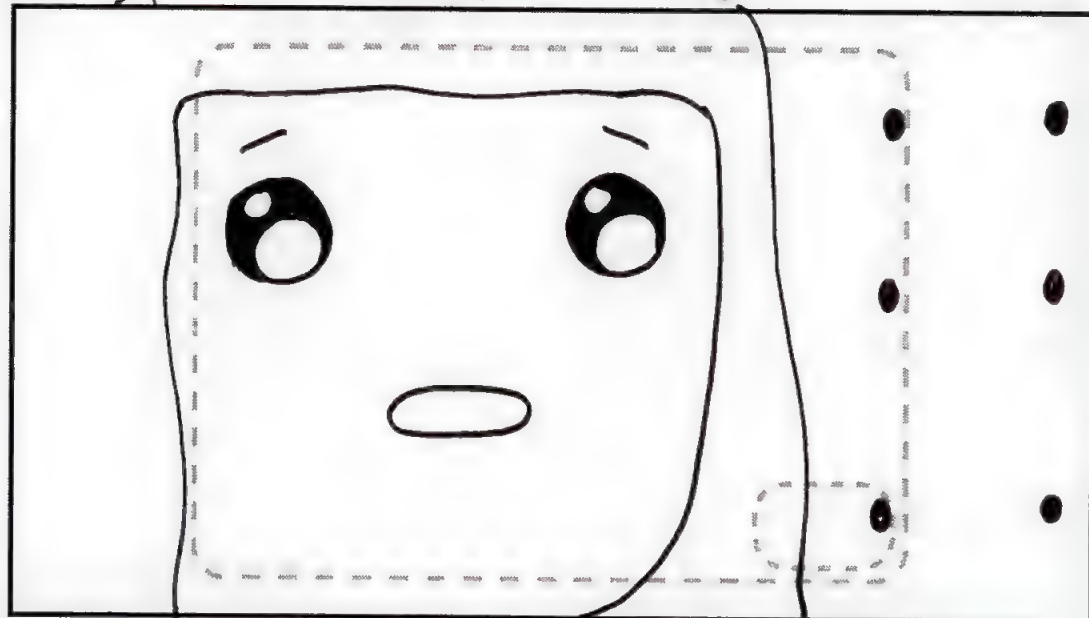
Page **58**

Sc. **31**

Pnl. **A**

Bg.

day night

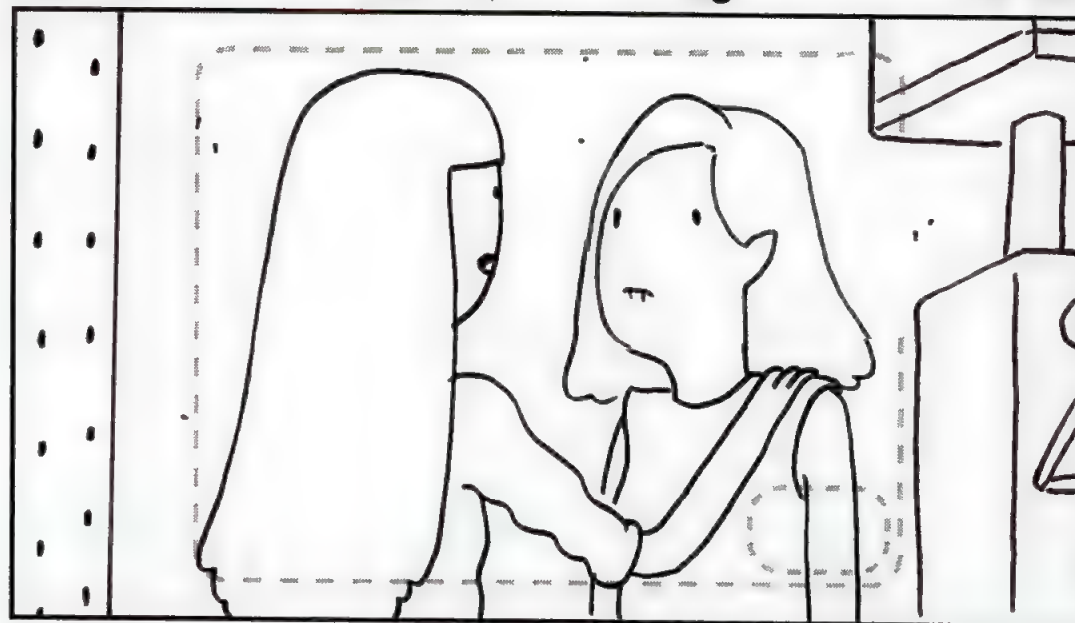


Sc. **32**

Pnl. **A**

Bg.

day night



Dialog:

(PB) I'm so very, very, very ...

(PB) Excited to test my new lab out on you

Action:

Timing:



(AI)

MAR 24 2015

Production:

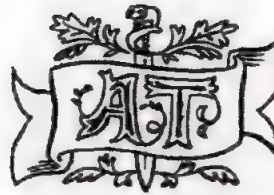
EPISODE #

1034-212

1034/212

1034/212

ADVENTURE TIME



OK

Page **59**

Sc. **32 CONT** Pnl. **B**

Bg.

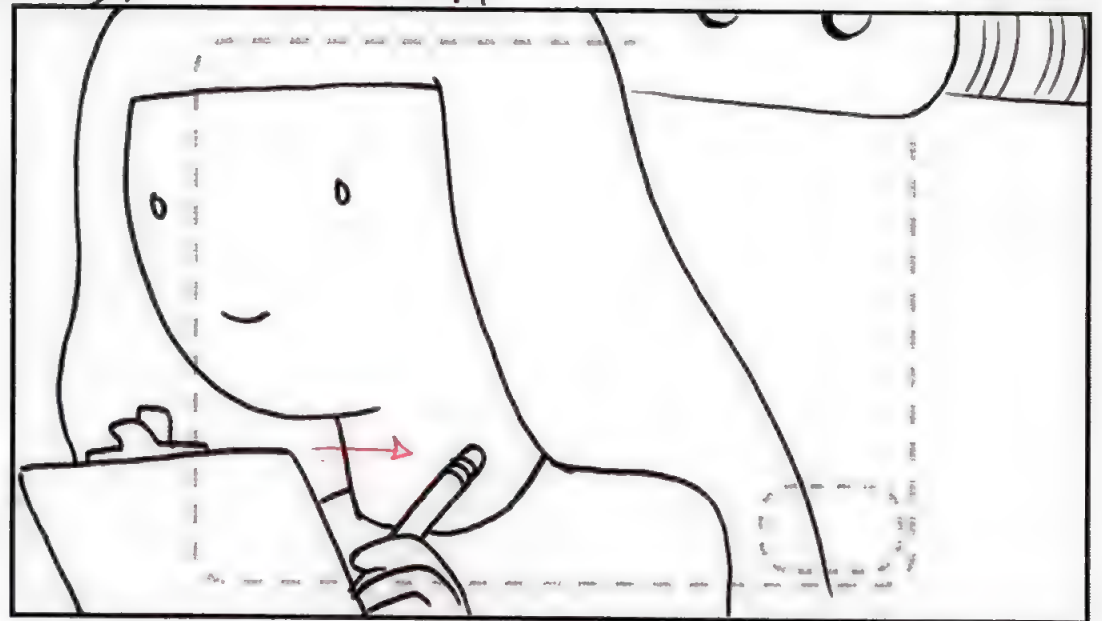
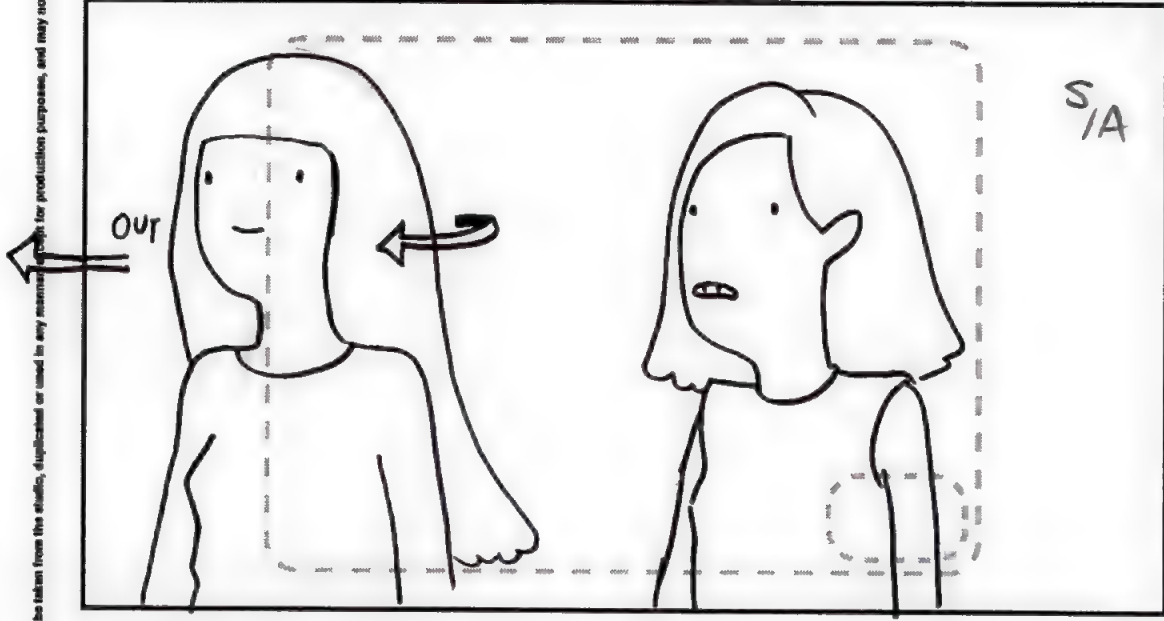
day night

Sc. **33**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- PB TURNS AND WALKS OFF/S.

Timing:



MAR 24 2015

EPISODE #

1034-212

Production:

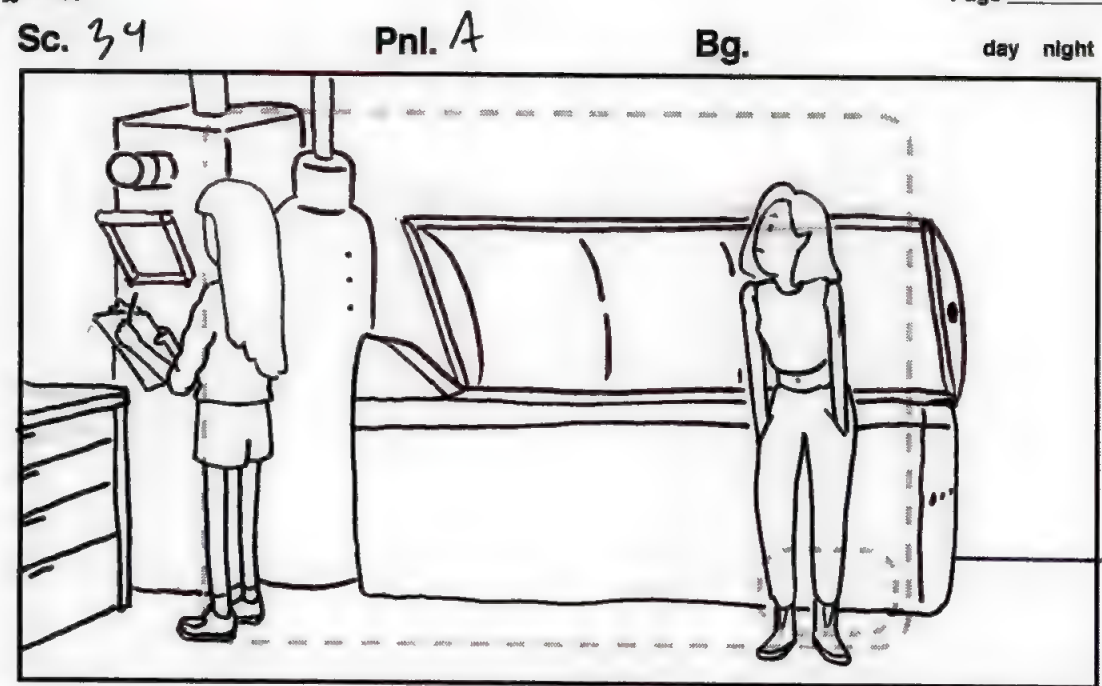
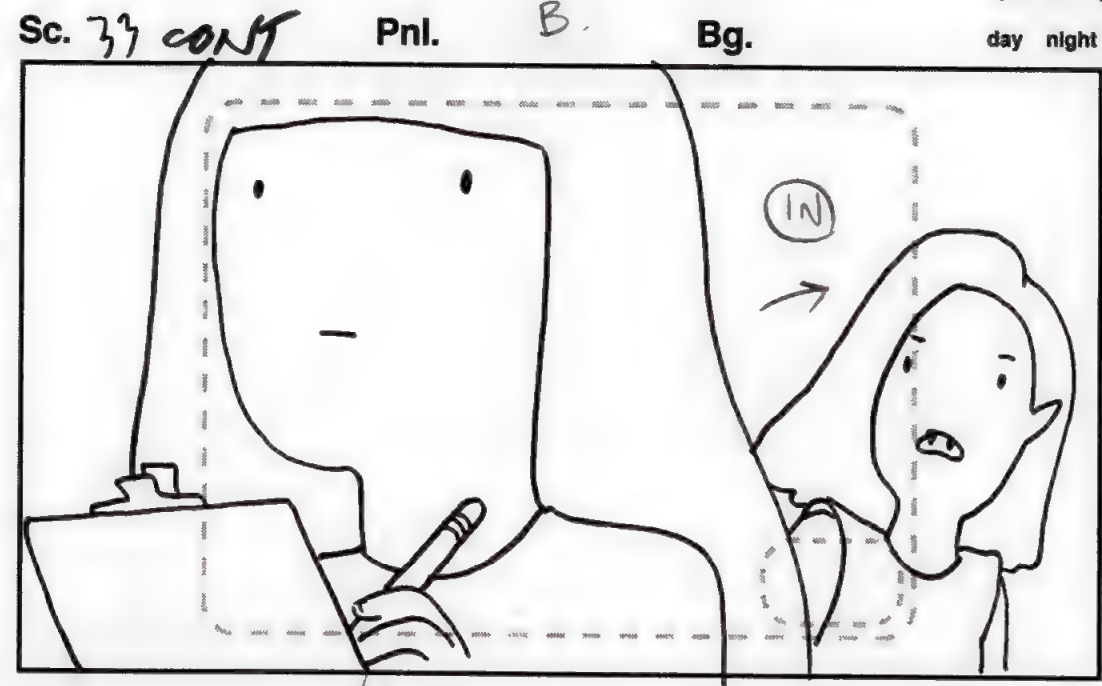
1034/212

1034/212

1034/212

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ADVENTURE TIME



Dialog: (M) well don't get all sentimental on me

Action:

Timing:

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EPISODE #

1034/212

Production:

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1034/212

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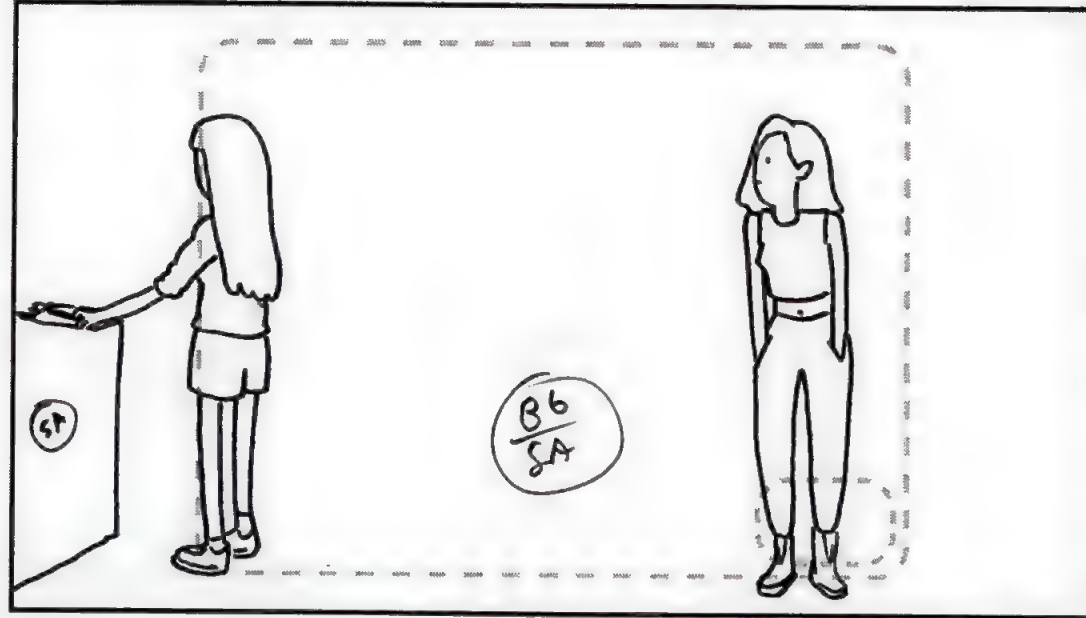
ADVENTURE TIME



Sc. 34 *CONT* Pnl. *B*

Bg.

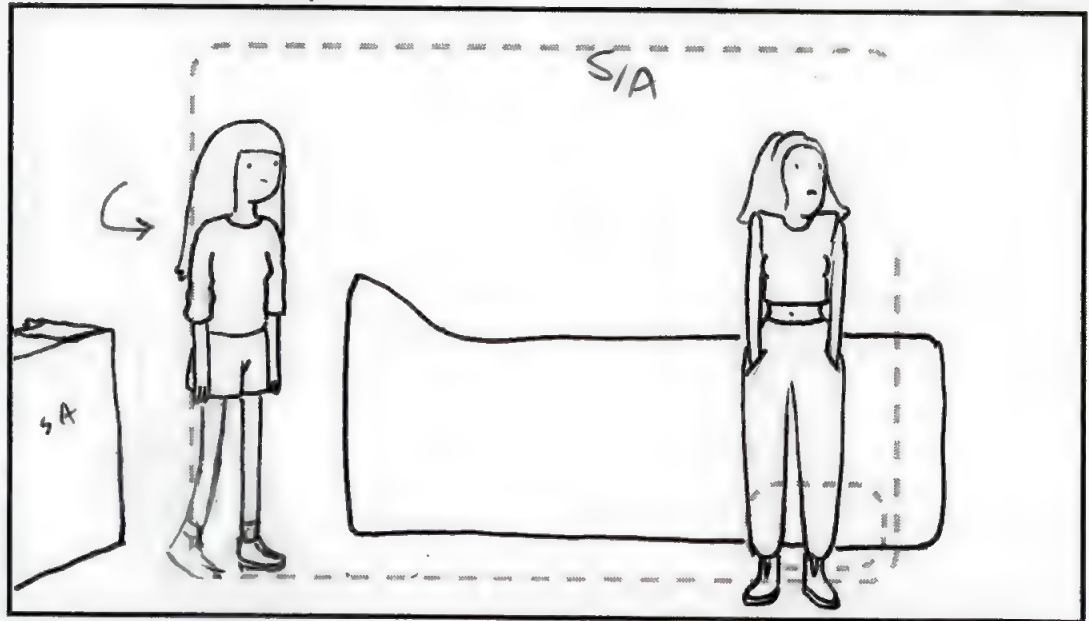
day night



Sc. 34 *CONT* Pnl. *C*

Bg.

day night



Dialog:

Action:

PB PUTS DOWN CLIPBOARD

MAR 24 2015

Timing:

1034-212

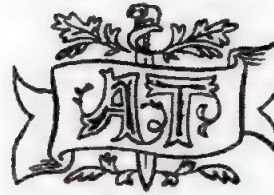
EPISODE #

1034/212

Production:

1034/212

ADVENTURE TIME

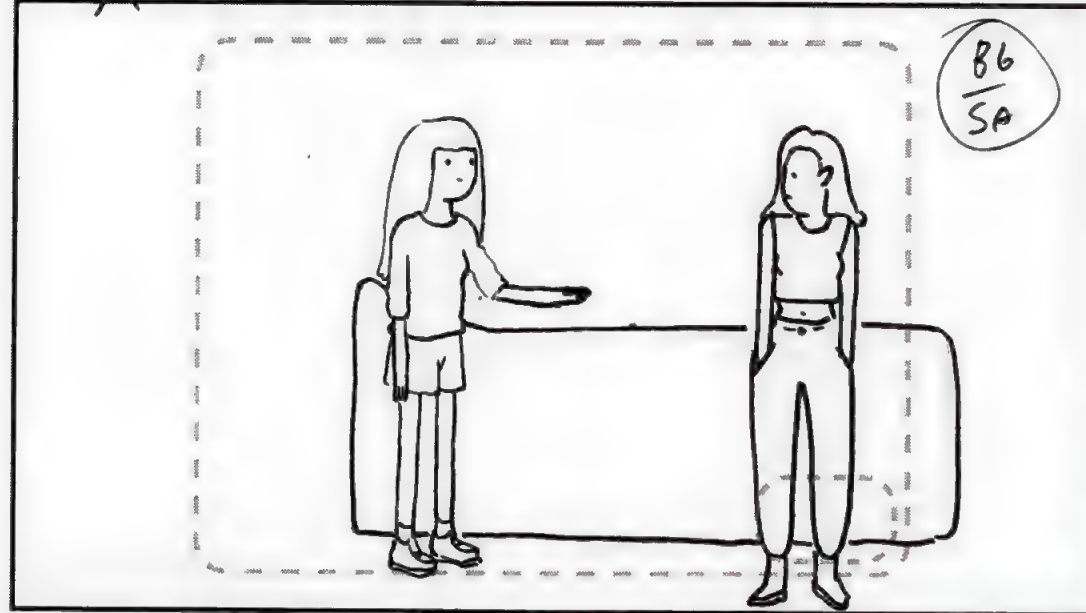


Page 62

Sc. 34 CONT Pnl. D

Bg.

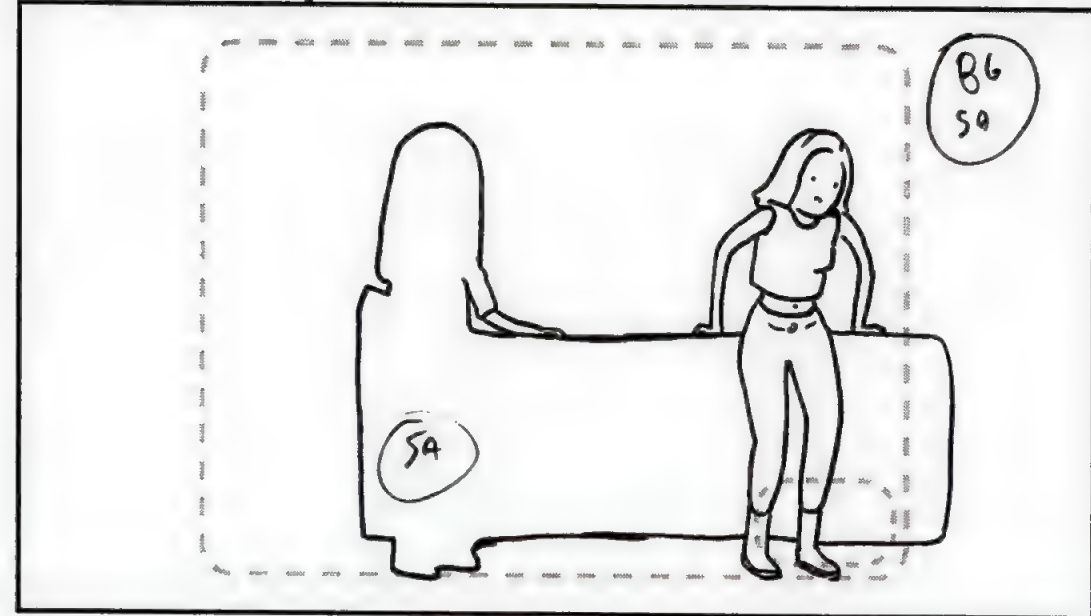
day night



Sc. 34 CONT Pnl. E

Bg.

day night



Dialog:

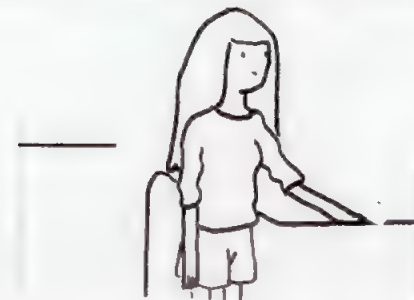
(PB) C'mon over here
(sf*pat-pat*)

Action:

cycle 1, 2 x 2

PB pats surface

Timing:



MAR 24 2015

EPISODE #

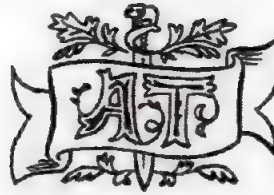
1034-212

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Production:

1034/212

ADVENTURE TIME



Page **63**

Sc. 34 *CONT* Pnl. F

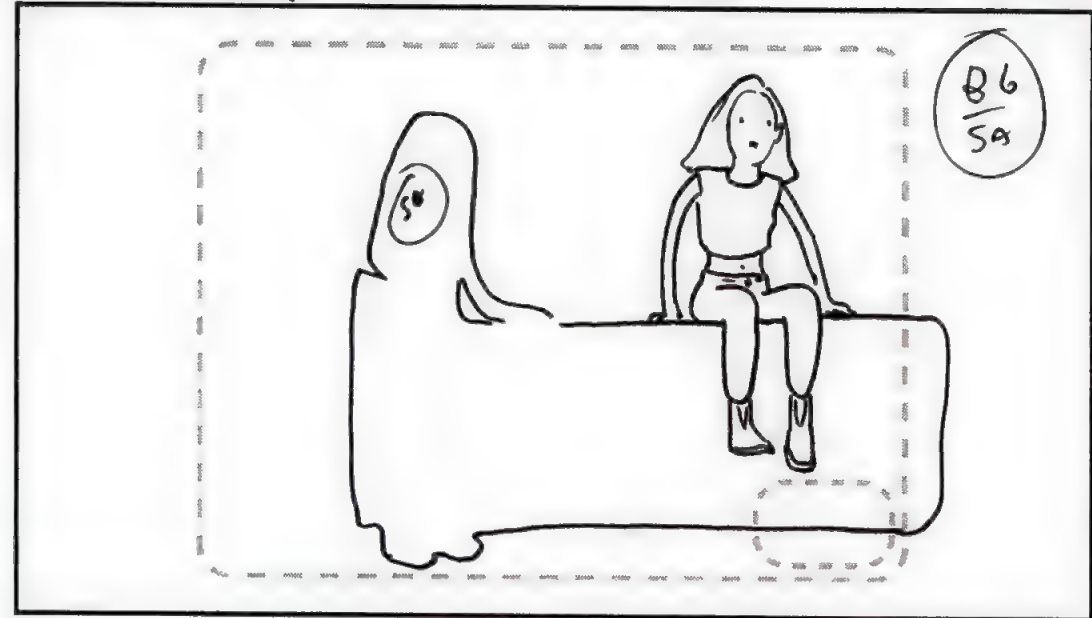
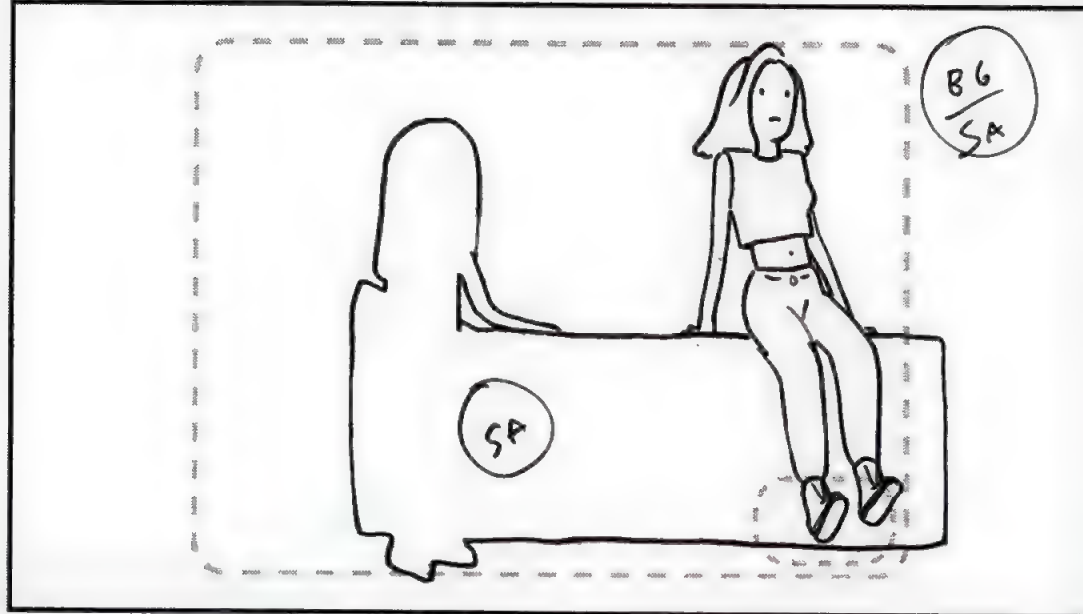
Bg.

day night

Sc. 34 *CONT* Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

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1034/212

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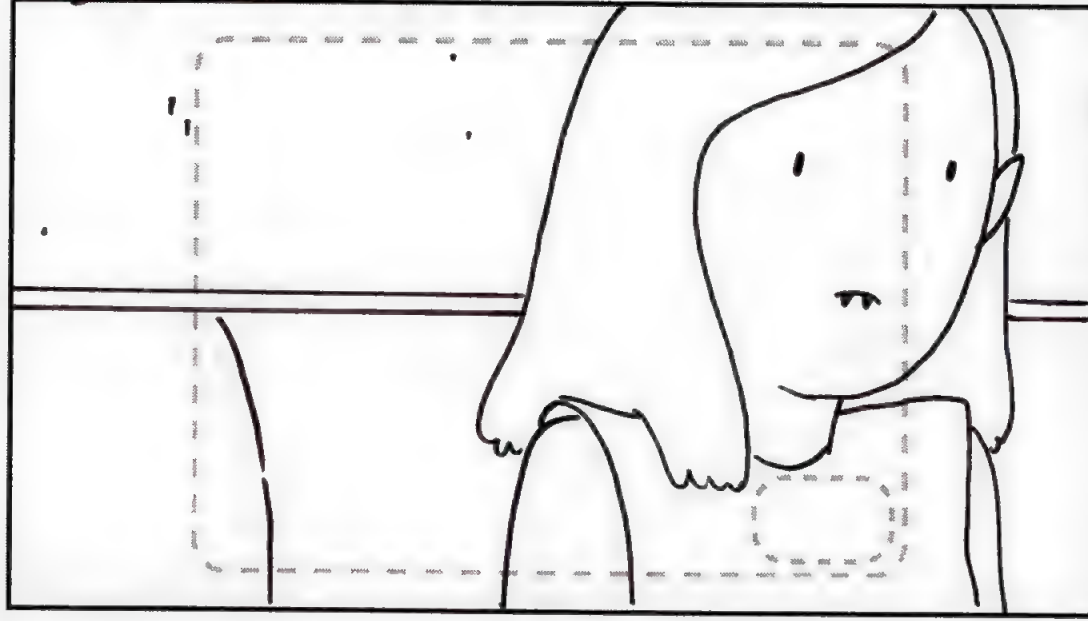
1034/212

Handwritten initials in red ink.

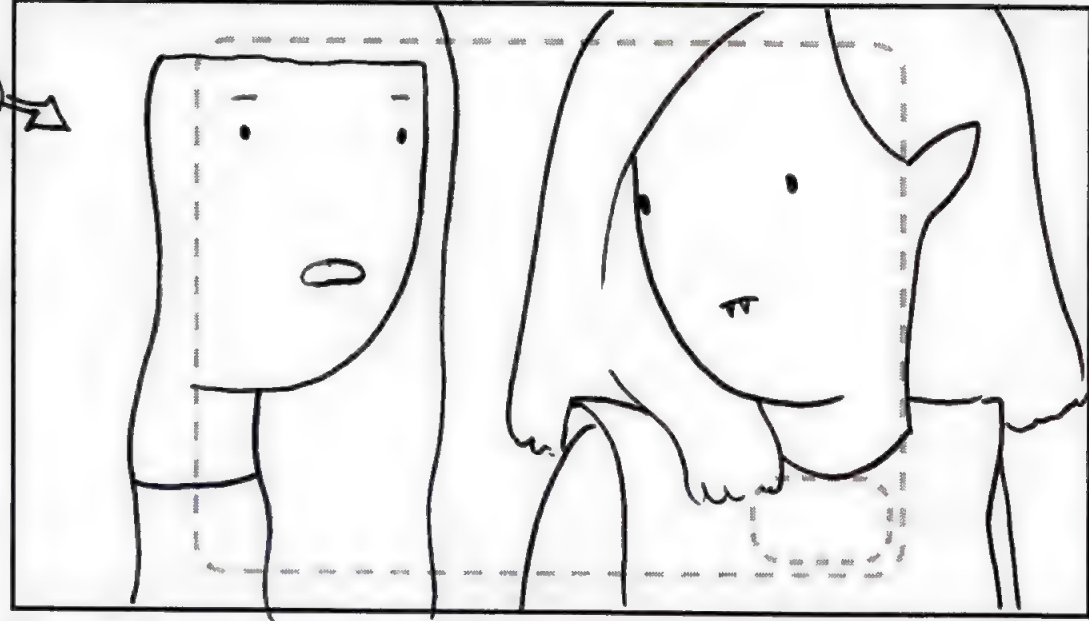
ADVENTURE TIME



Sc. **35** Pnl. **A** Bg. day night



Sc. **35 CONT** Pnl. **B** Bg. day night



Dialog:	(PB) You Know I Care about you
Action:	-PB WALKS ON/S.
Timing:	MAR 2 4 2015

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Production:

1034/212

1034/212

ADVENTURE TIME

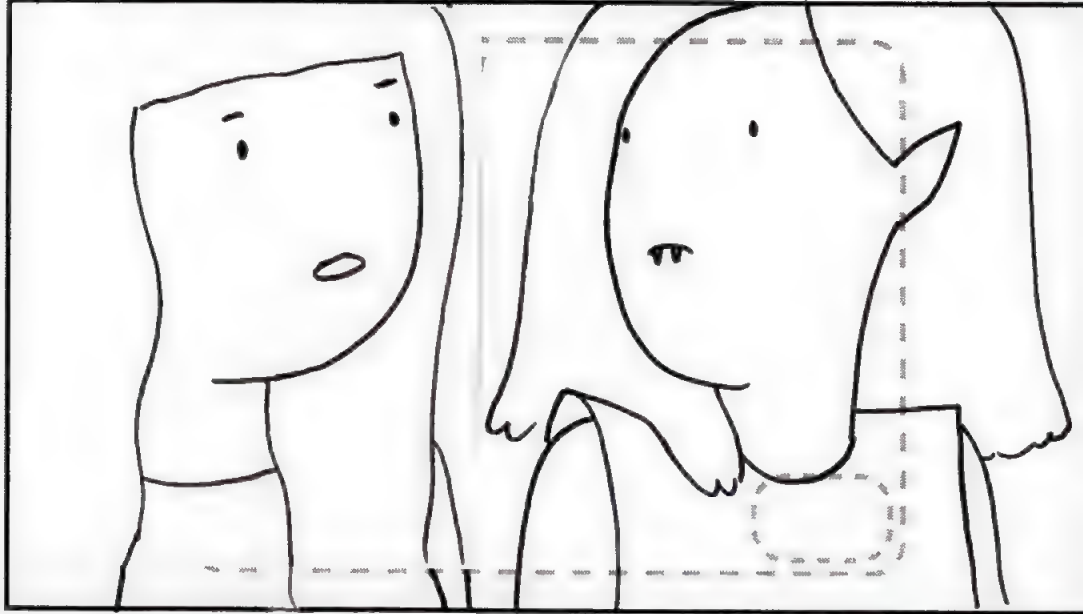


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Sc. 35 CONT Pnl. C

Bg.

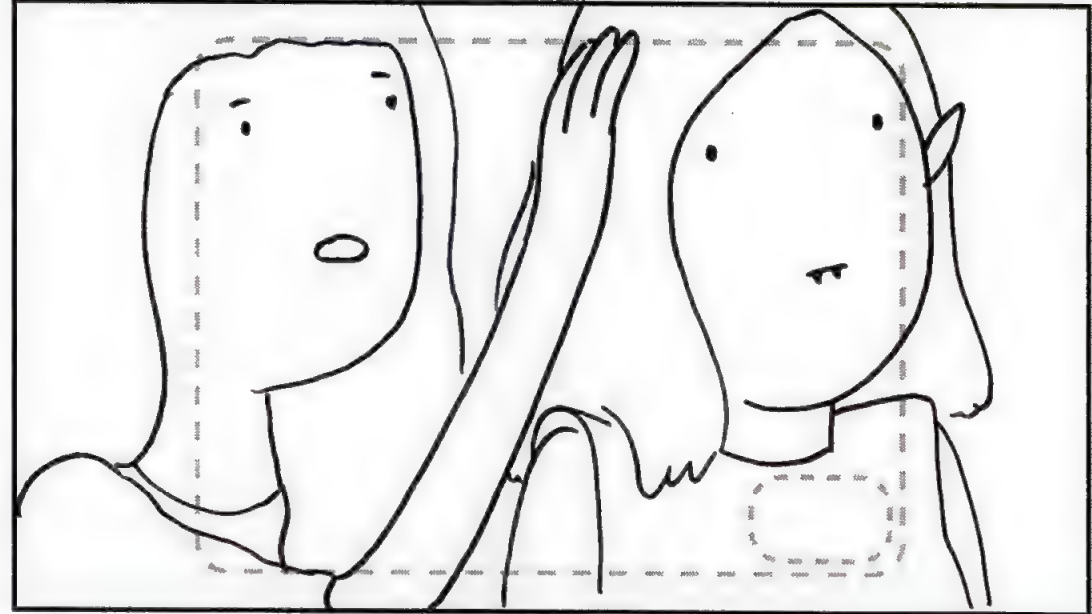
day night



Sc. 35 CONT Pnl. D

Bg.

day night



Dialog:

(PB) I think you're making the right choice (PB) Your natural life span is going to be

Action:

Timing:

MAR 24 2015

EPISODE #

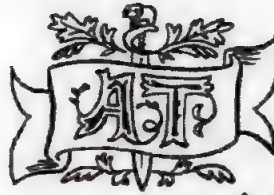
1034-212

1034/212

Production:

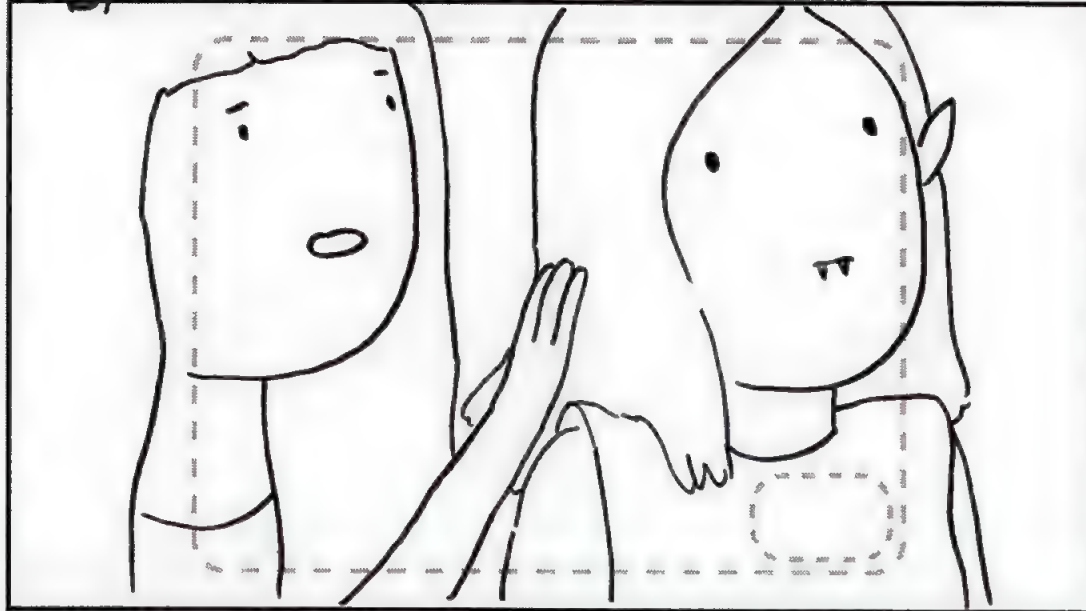
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ADVENTURE TIME

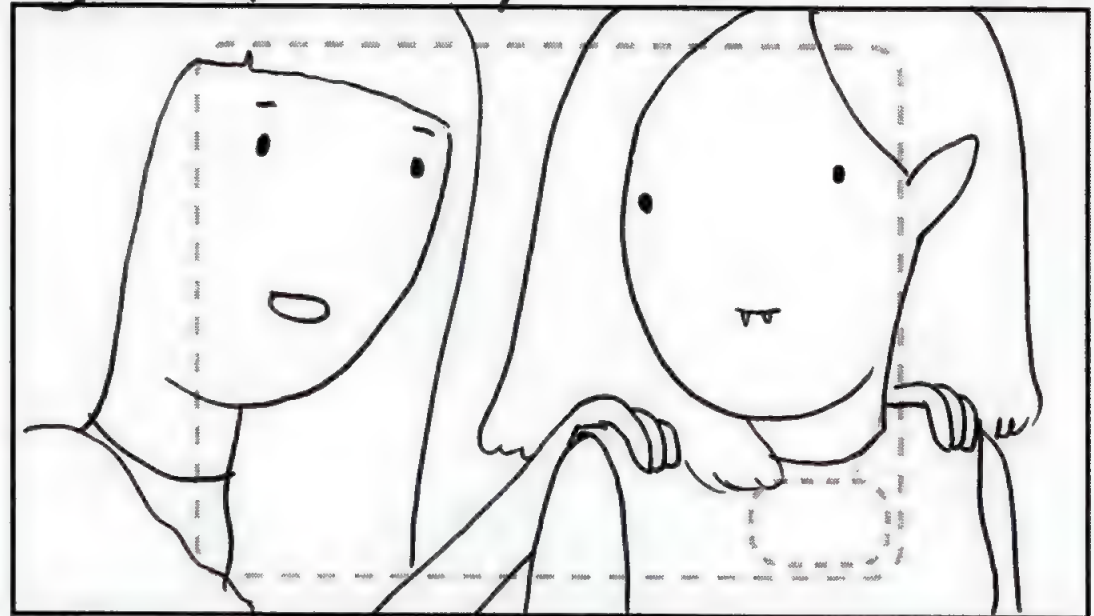


Page 66

Sc. 35 CONT Pnl. E Bg. day night



Sc. 35 CONT Pnl. F Bg. day night



Dialog:

(PB) richer & fuller

(PB) than you can imagine

Action:

PB strokes m's hair cycle ^{PA} (D) & (E) x 2

MAR 24 2015

Timing:

EPISODE #

Production:

1034-212

1034/212

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ADVENTURE TIME



Handwritten red text: "H2 G2"

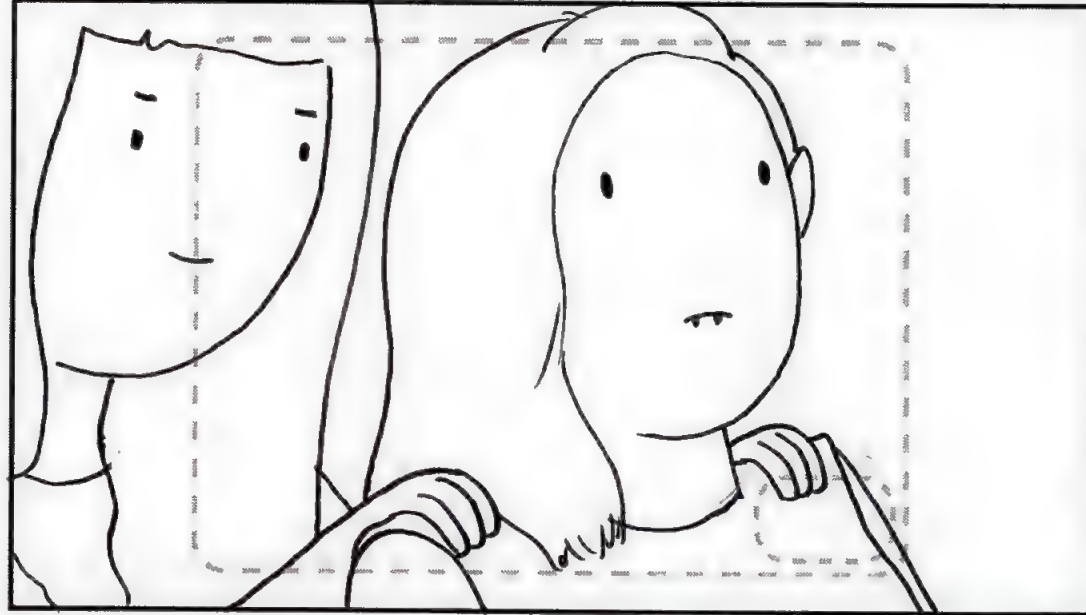
Page 67

Sc. 35 CONT

Pnl. G

Bg.

day night

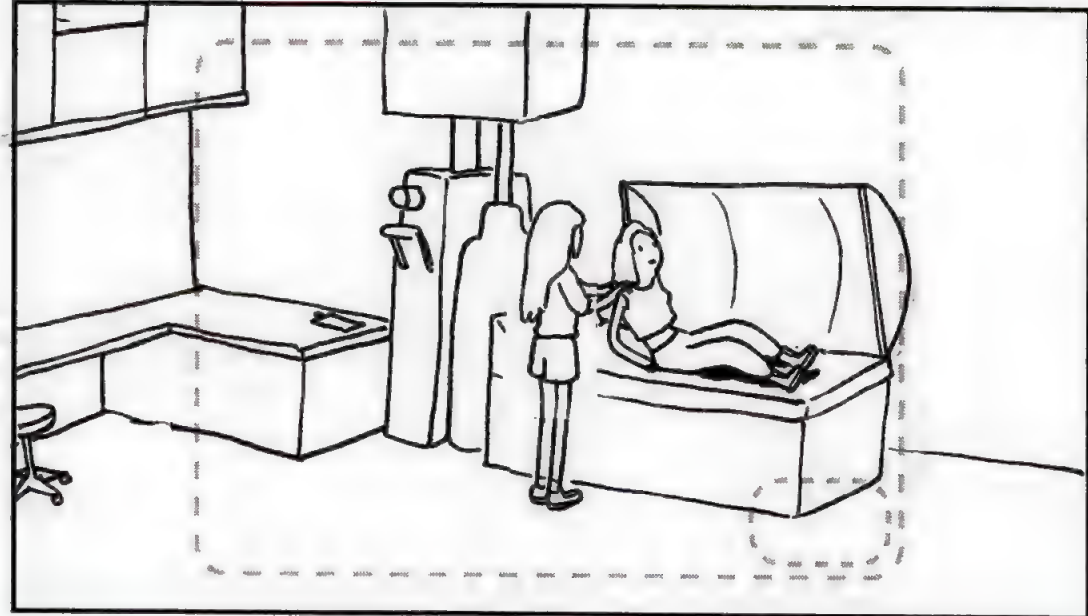


Sc. 36

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

MAR 24 2015

EPISODE # 1034-212

Production:

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ADVENTURE TIME



PNL
ACT

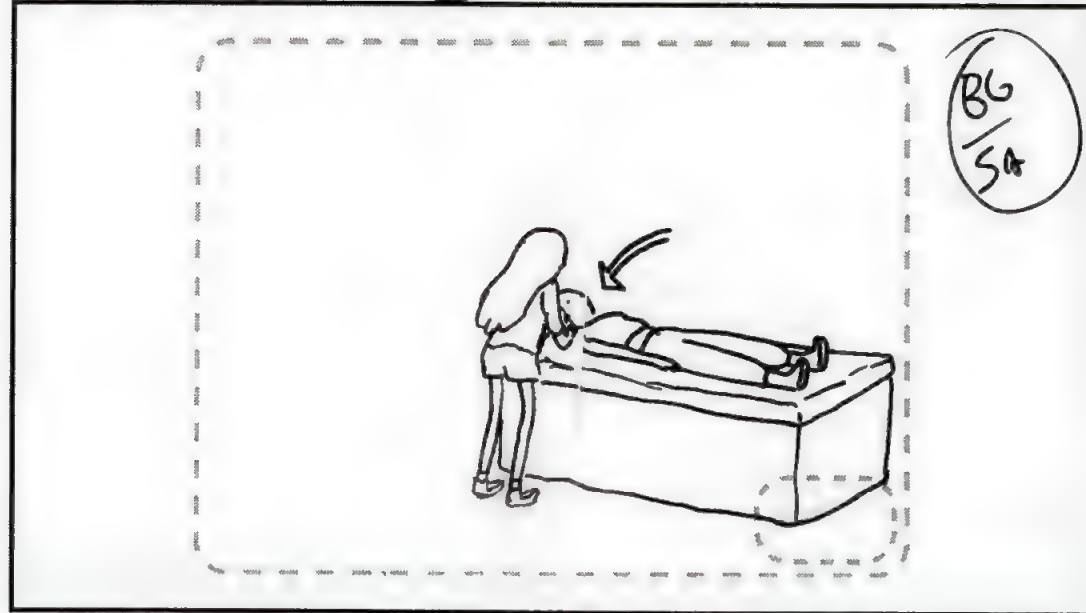
Page **68**

Sc. 36 CONT

Pnl. **B**

Bg.

day night

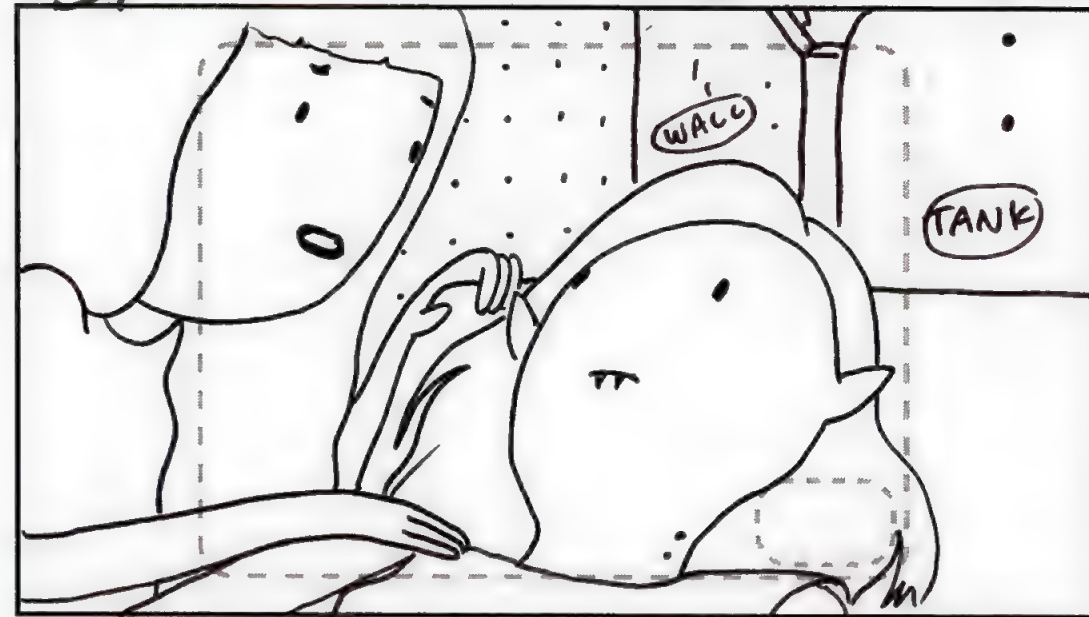


Sc. 37

Pnl. A

Bg.

day night



Dialog:

(P8) And .. Someday ...

Action:

- M. LIES DOWN.

MAR 24 2015

Timing:

EPISODE # 1034-212

1034/212

Production:

1034/212

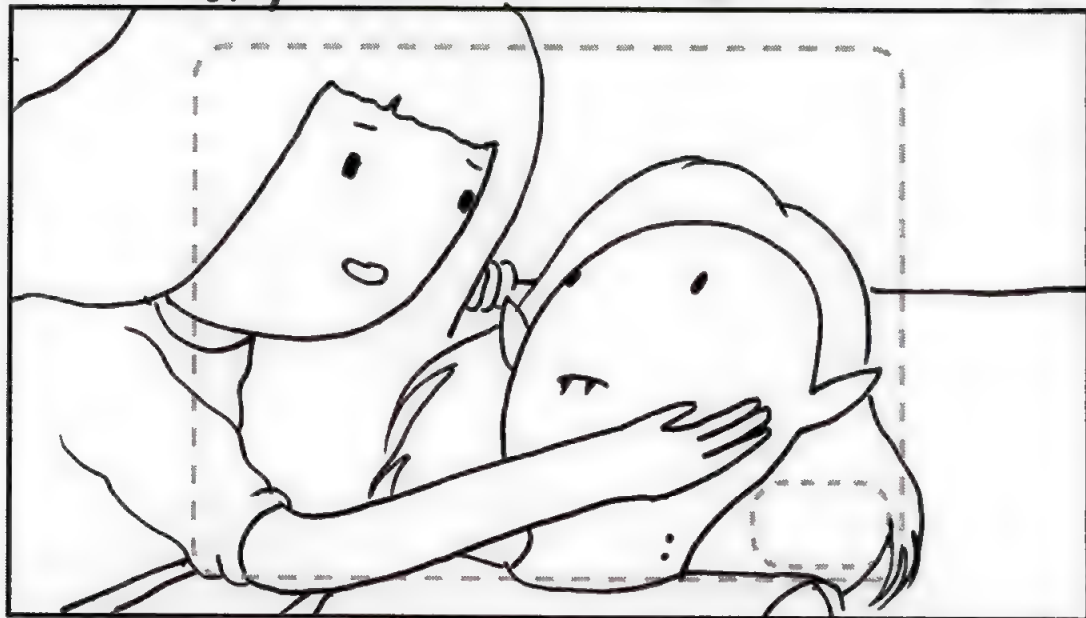
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ADVENTURE TIME

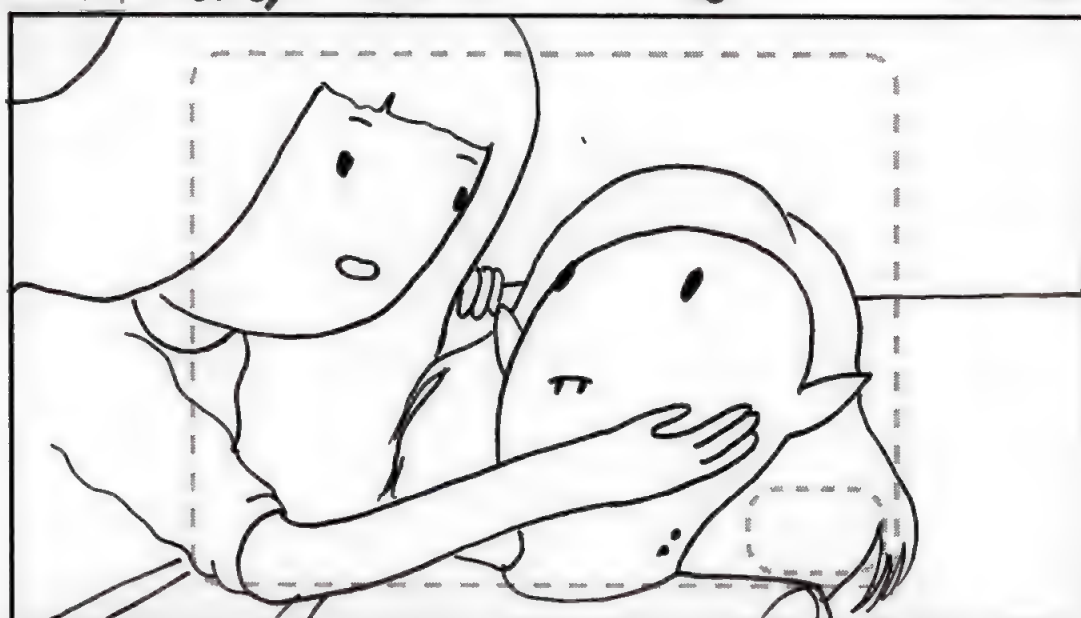


Page 69

Sc. 37 *CONT* Pnl. *B* Bg. day night



Sc. 37 *CONT* Pnl. *C* Bg. day night



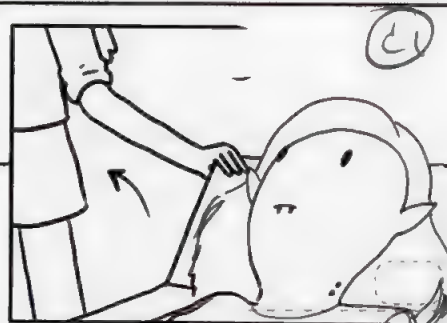
Dialog:

(PB) when you die...

(PB) I'll be the one who puts you in the ground

Action:

Timing:



MAR 24 2015

EPISODE #

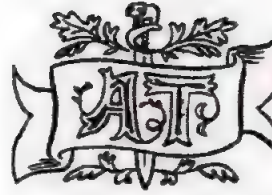
Production:

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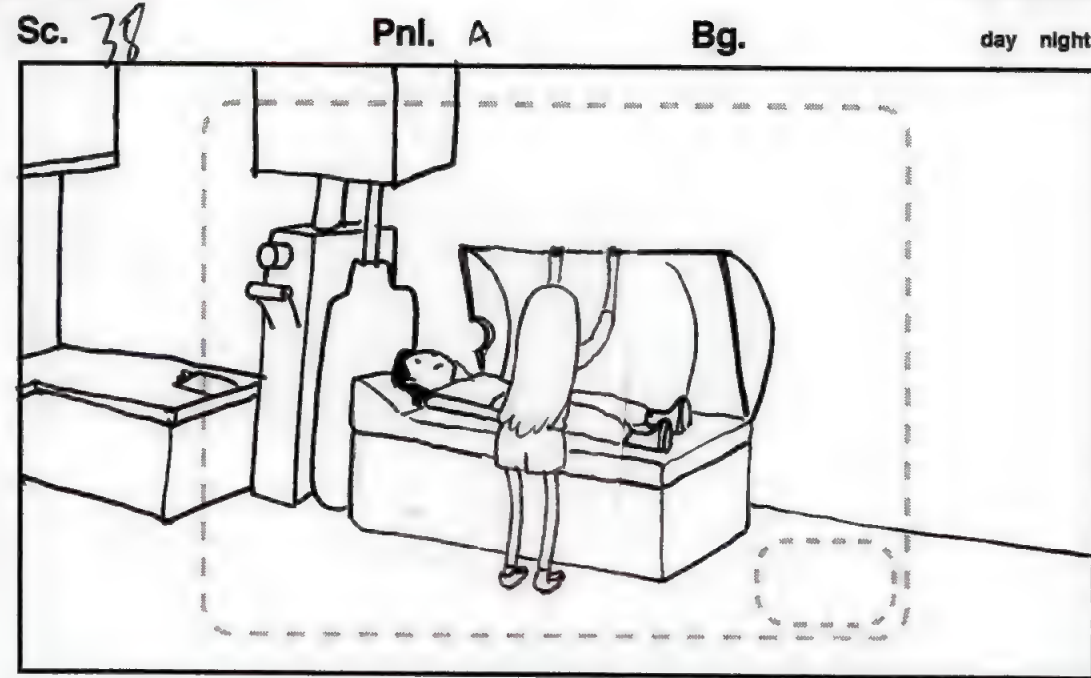
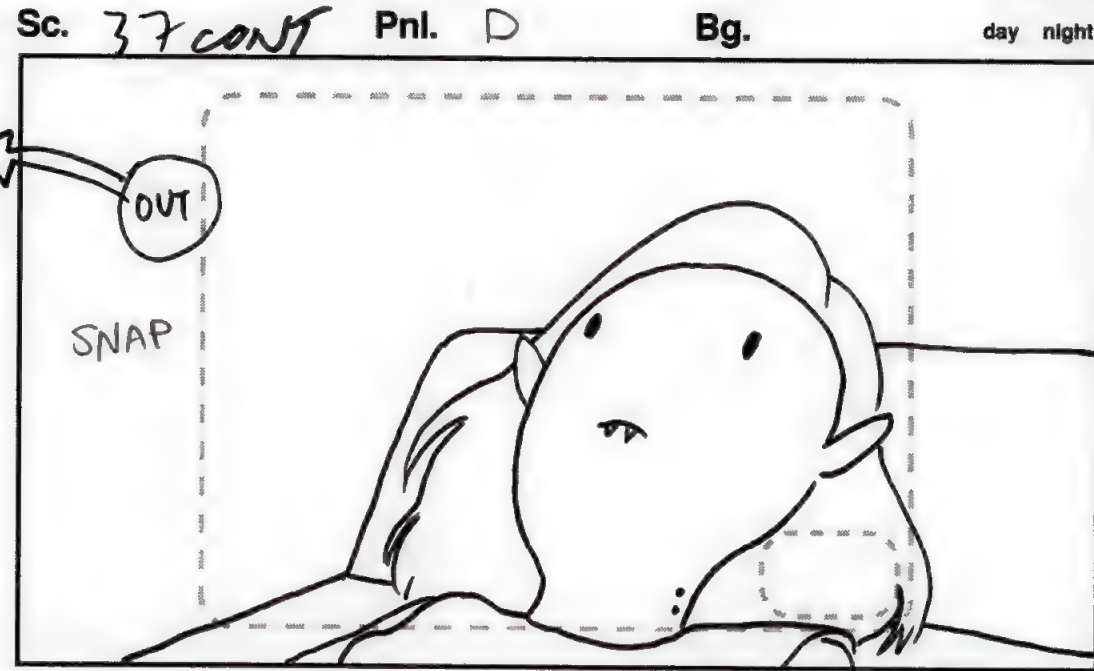
1034/212

ADVENTURE TIME



Ho
cut

Page **70**



Dialog:

Action:

- PB LEANS OUT QUICKLY

Timing:

MAR 24 2015

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Production:

1034/212

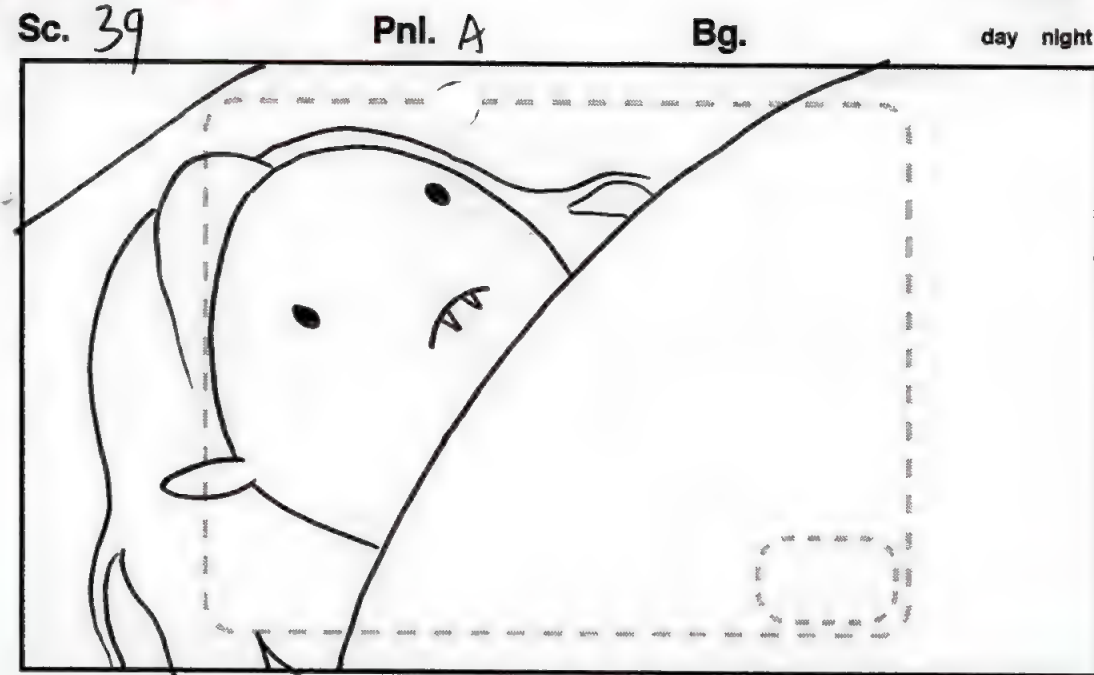
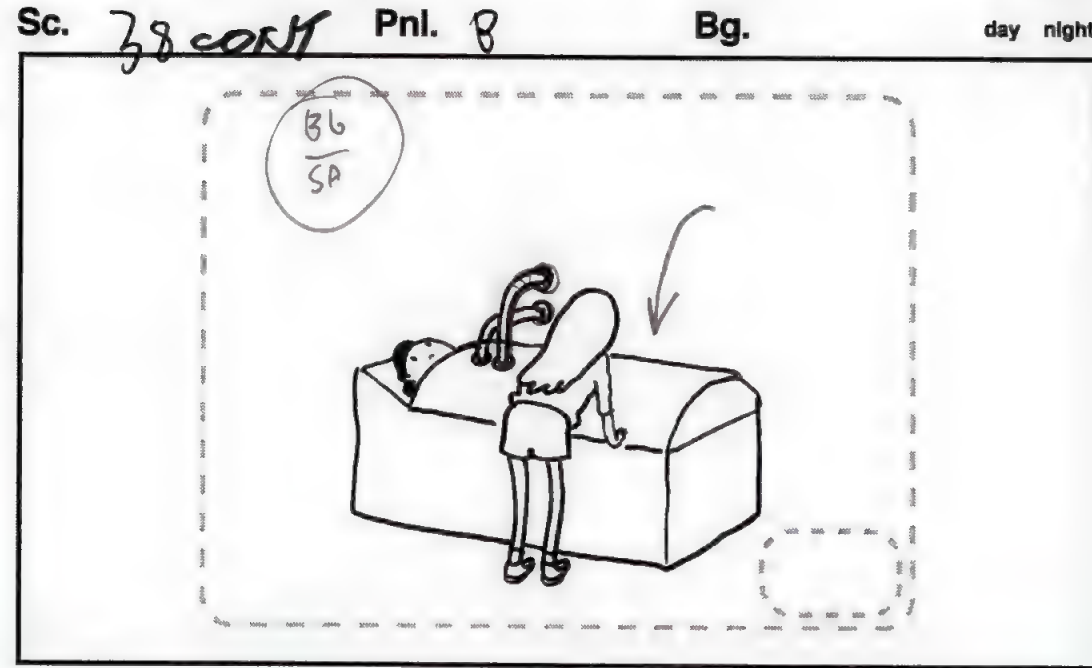
ADVENTURE TIME



HO
CUT

Page 71

HO
CUT



Dialog:

Sfx (Clang!)

(PB) (VO) But ya know
(AI)

Action:

- PB CLOSING MACHINE.

Timing:



M's eyes
track to
upper left

MAR 24 2015

EPISODE #

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1034/212

Production:

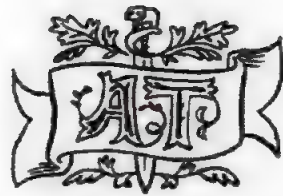
1034/212

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1034/212

Ho
G.T.

ADVENTURE TIME



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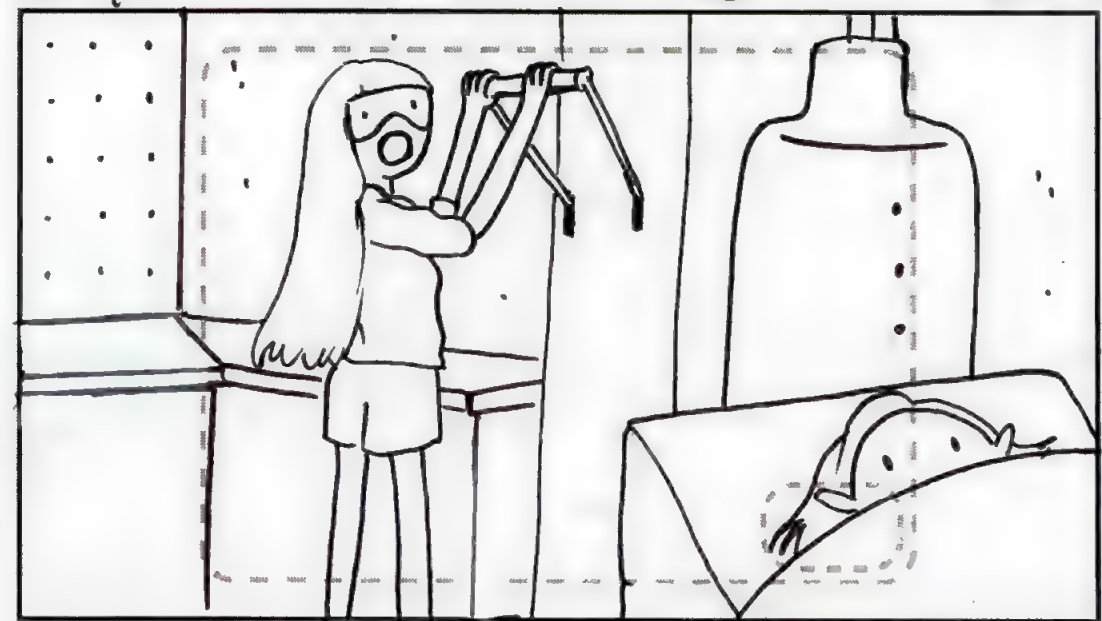
cut

Sc. 40

Pnl. A

Bg.

day night



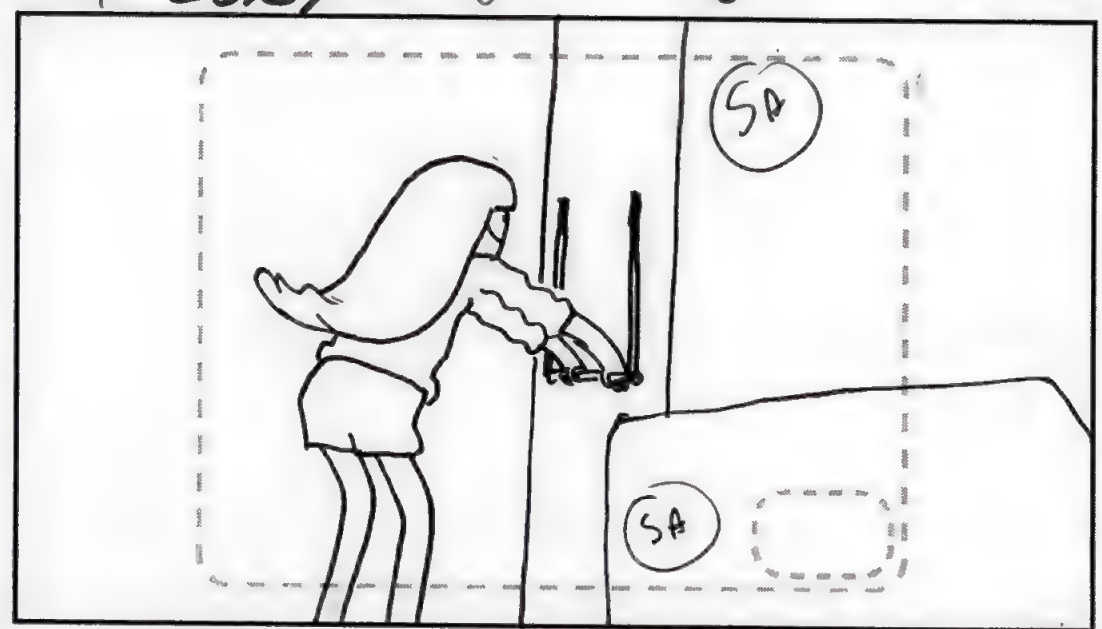
Sc. 40


CONT

Pnl. B

Bg.

day night



Dialog:	(PB) this operation might not even work!		SFX: *CHUNK*
Action:			
Timing:			

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Production:

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Cut

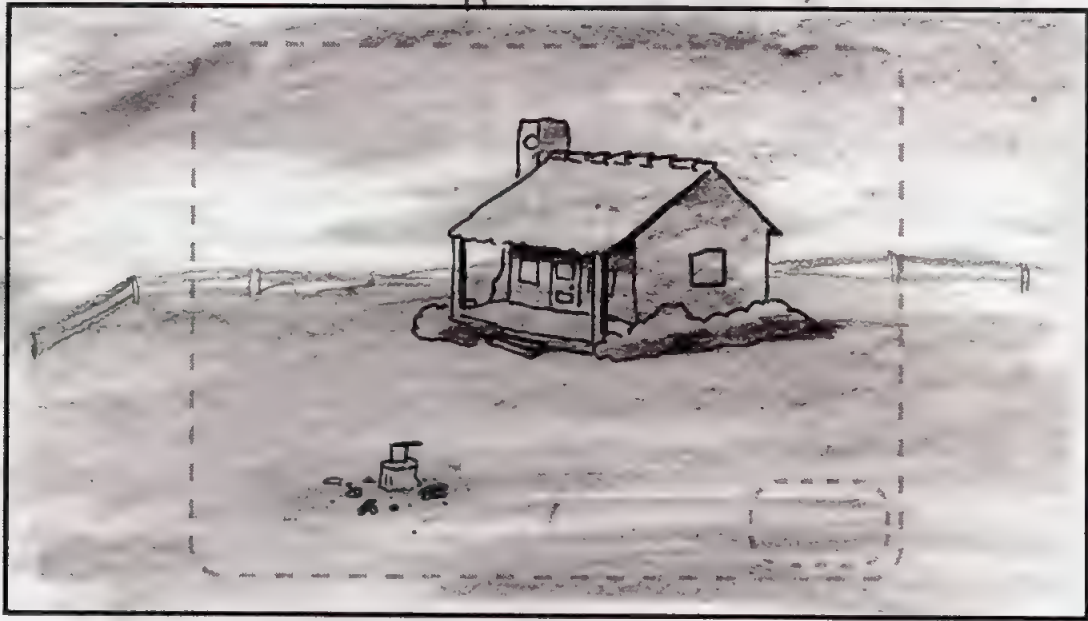
ADVENTURE TIME



Page **73**

Cut

Sc. **41** Pnl. **A** Bg. day night



Sc. **41 CONT** Pnl. **B** Bg. day night



Dialog:	<p><u>SFX</u> BOOM</p>
Action:	<p>-LIGHT SHOOTS OUT FROM CABIN.</p> <p>MAR 2 4 2015</p>
Timing:	

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1034-212

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Production:

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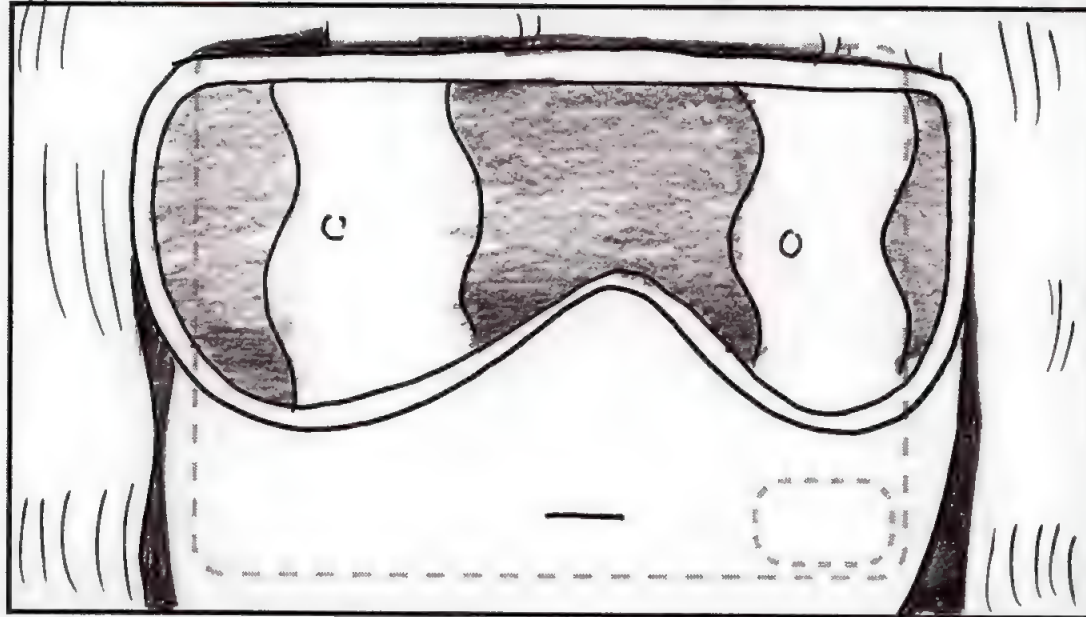
Page **74**

Sc. 42

Pnl. A

Bg.

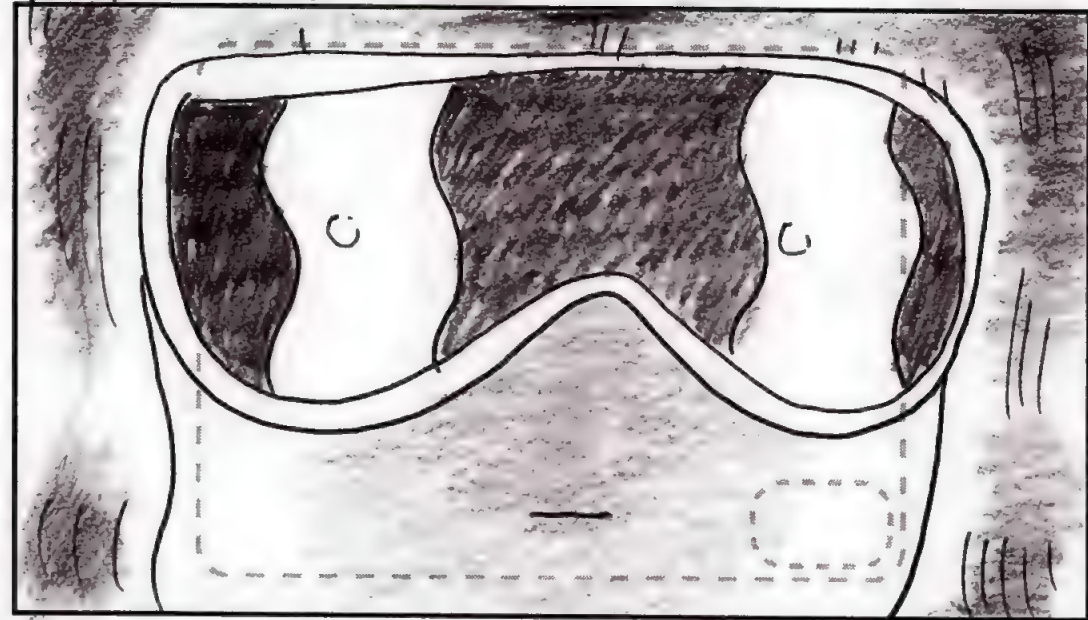
day night



Sc. 42 CONT Pnl. B

Bg.

day night



Dialog:

(M) (os) waaugh ah ahah aaaa —————>ah!

Action:

closeup PB wearing safety lenses. slow TREMBLING RIM & undulating reflection in glasses (yellow & purple) cycle (A) (B) x 2

Timing:

MAR 2 4 2015

EPISODE #

1034-212

1034/212

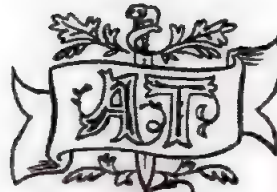
Production:

1034/212

1034/212

ADVENTURE TIME

No scene 44



Cont

Page **75**

Sc. **43**

Pnl. **A**

Bg. **12**

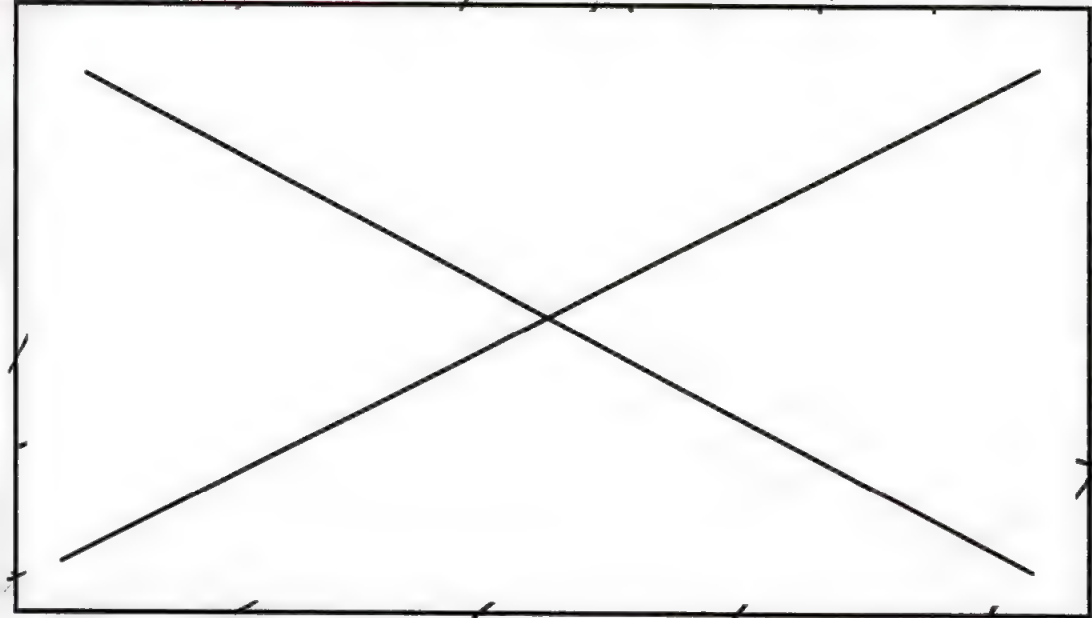
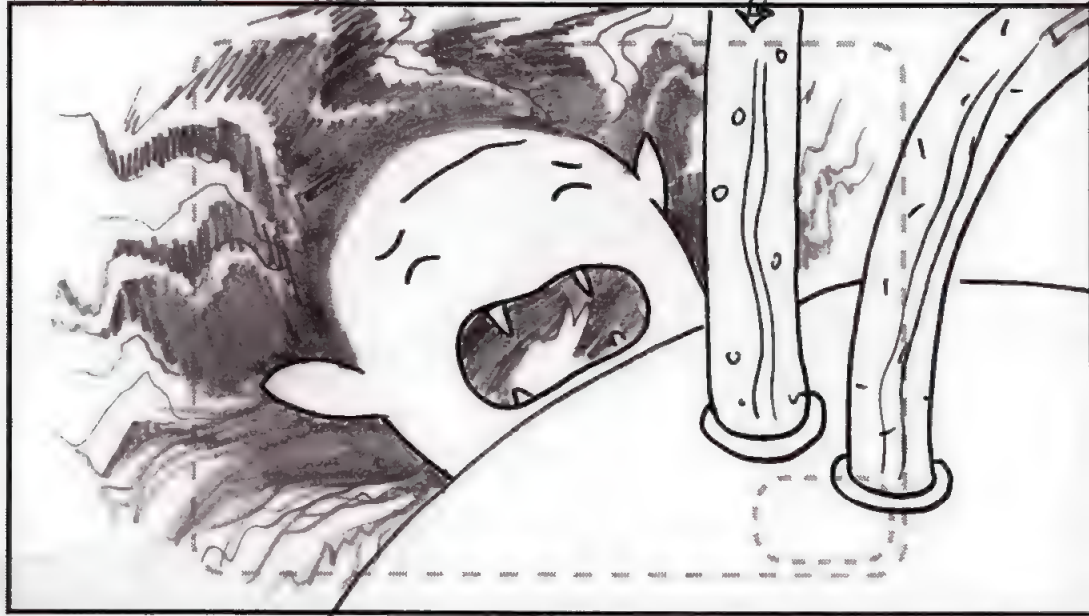
day night

Sc. **44**

Pnl.

Bg.

day night



Dialog:

(M) ^(shouting) this tickles really bad !!

Action:

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



Page **76** *Cut*

Cut SC 45

Pnl. A

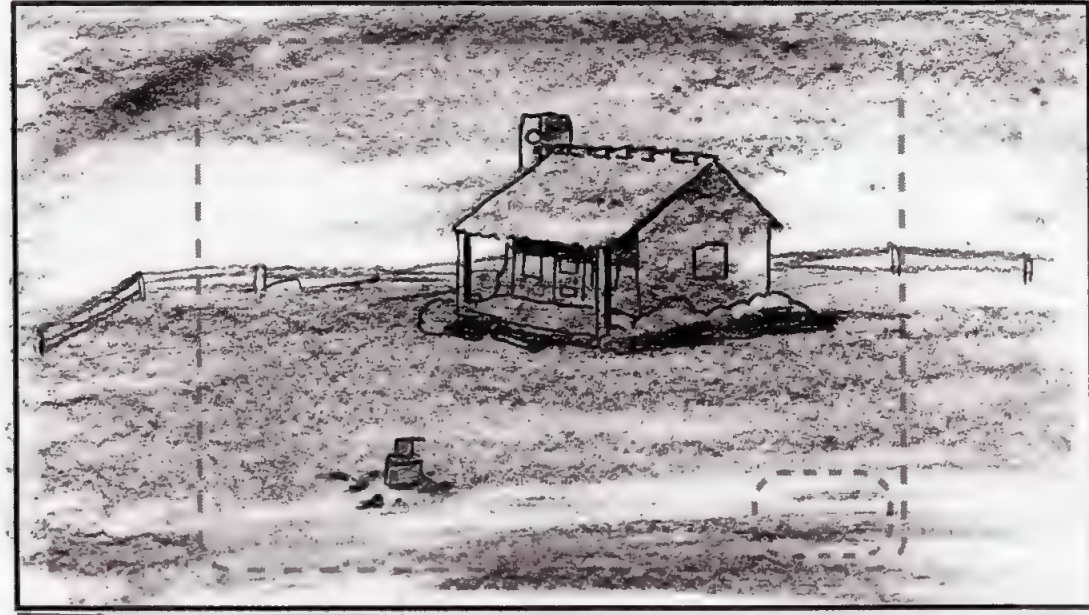
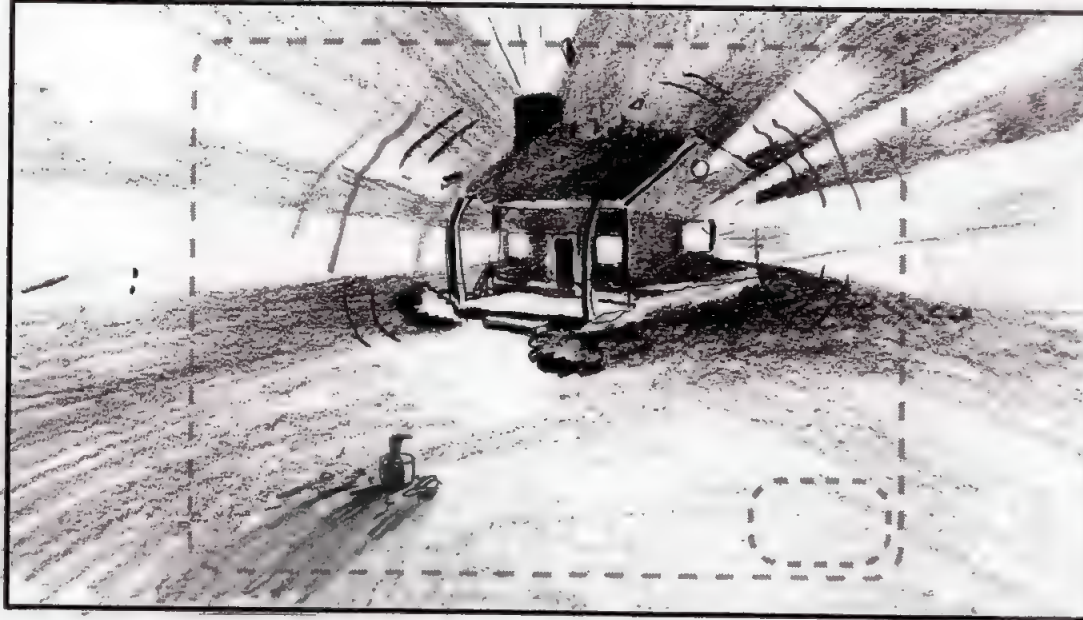
Bg.

day night

SC 45 CONT Pnl. B

Bg.

day night



Dialog:

SFX: * VRRRR *

(quiet)

Action:

House settles back down ~

MAR 24 2015

Timing:

1034-212

EPISODE #

1034/212

Production:

1034/212

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ADVENTURE TIME

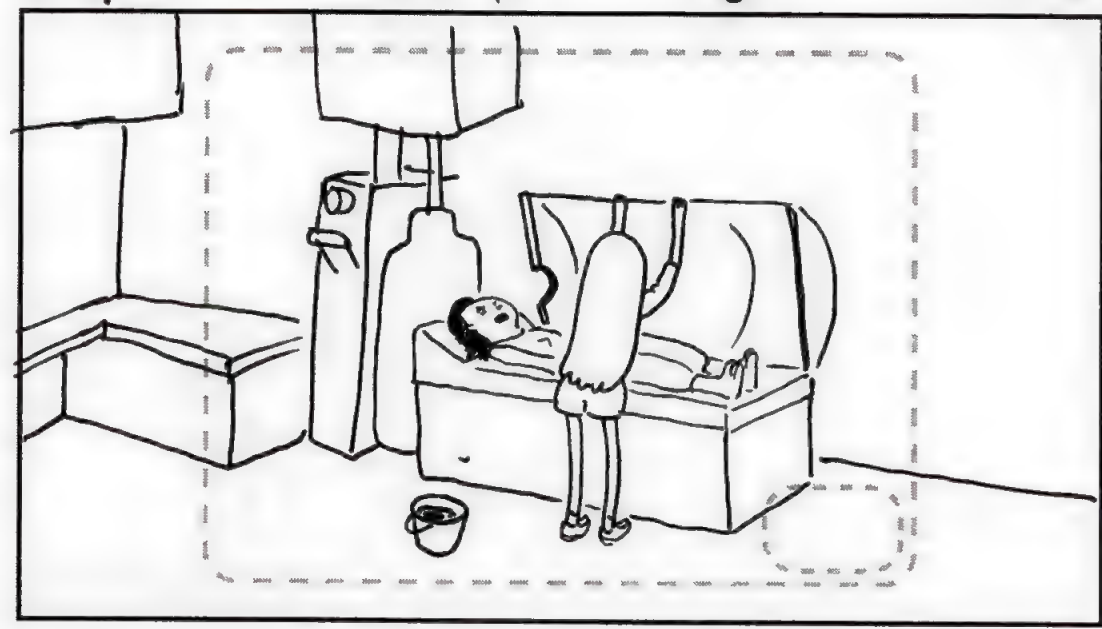


Sc. **46**

Pnl. **A**

Bg.

day night

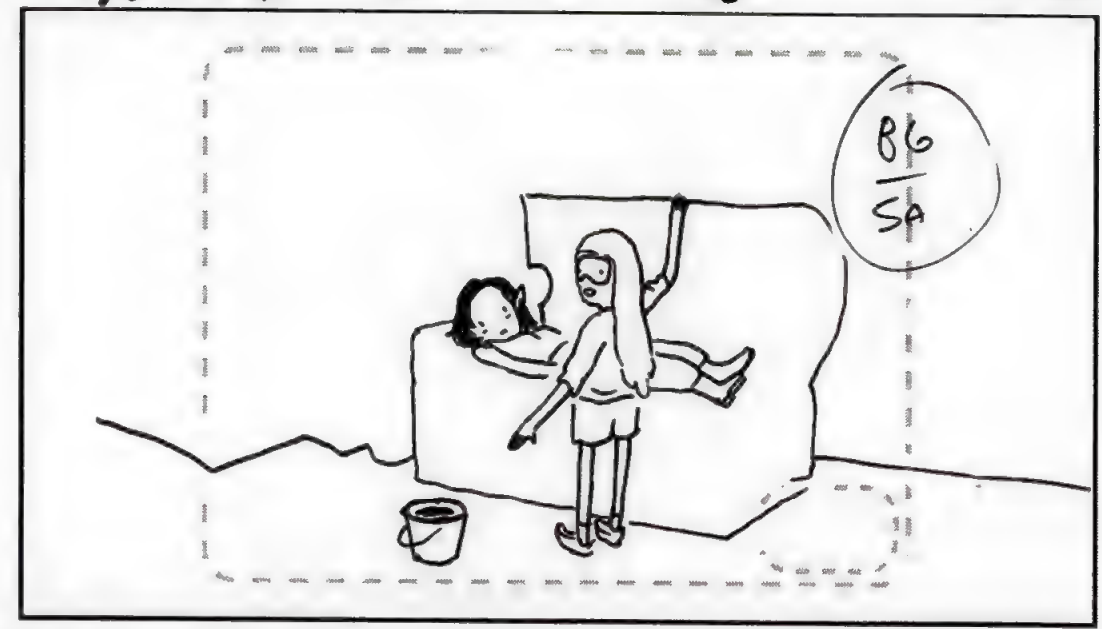


Sc. **46 CONT**

Pnl. **B**

Bg.

day night

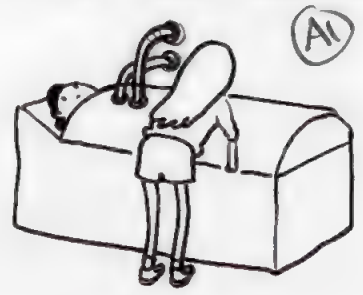


Dialog:

(M) did it work? (A2)

(P8) well, I sucked all your Vampire effluvium into this bucket

Action:



Timing:

MAR 24 2015

EPISODE #

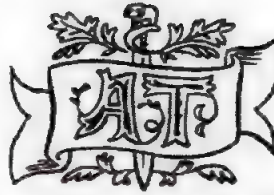
Production:

1034-212

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ADVENTURE TIME



Page **78**

Sc. **47**

Pnl. **A**

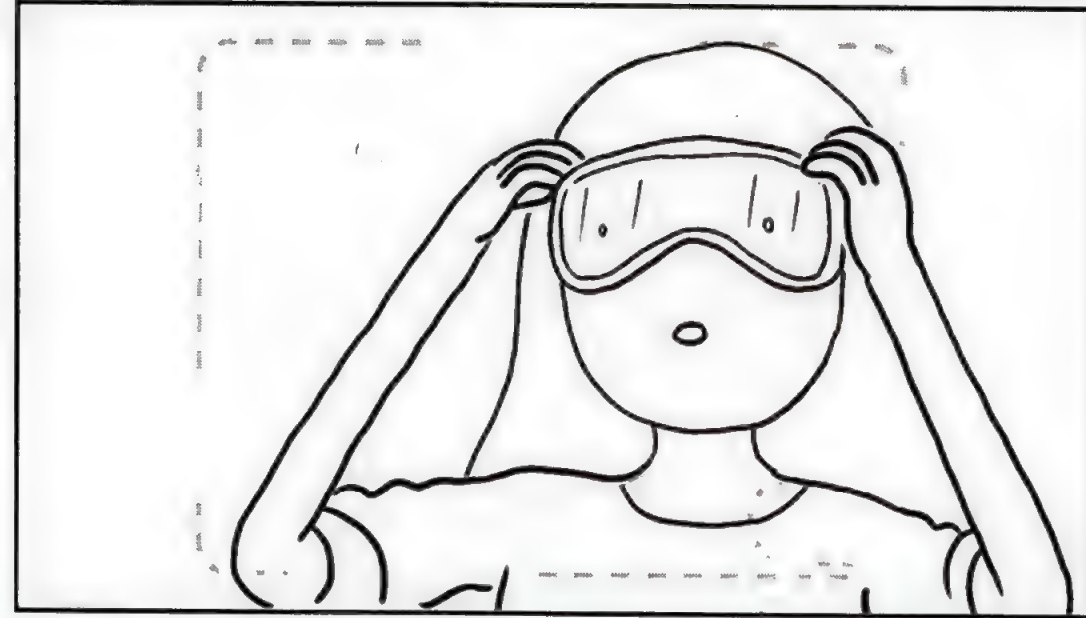
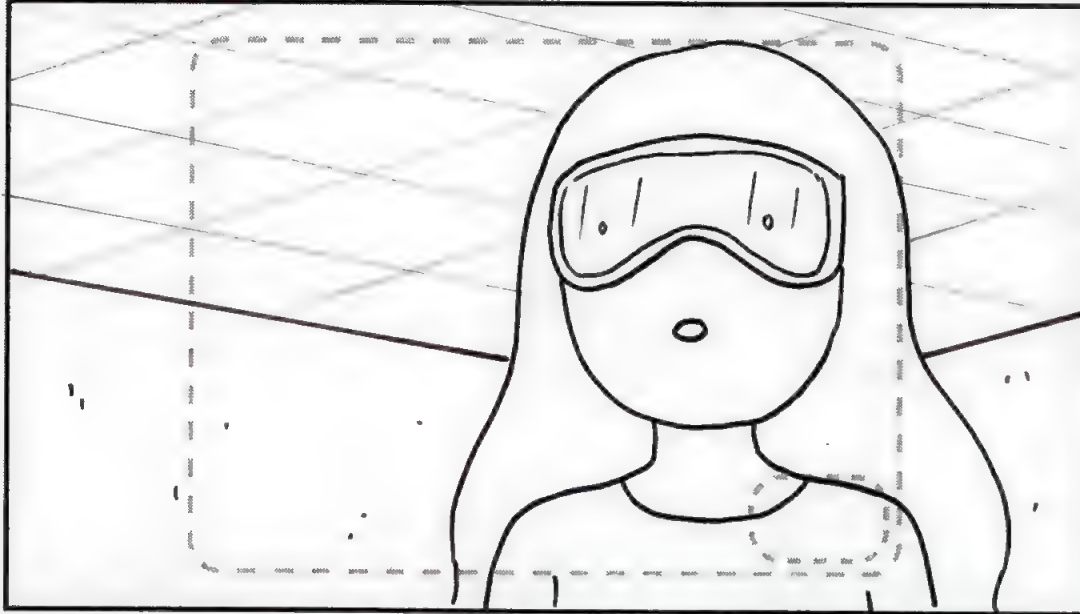
Bg.

day night

Sc. **47 CONT** Pnl. **B**

Bg.

day night



Dialog:

(PB)

Possibly...

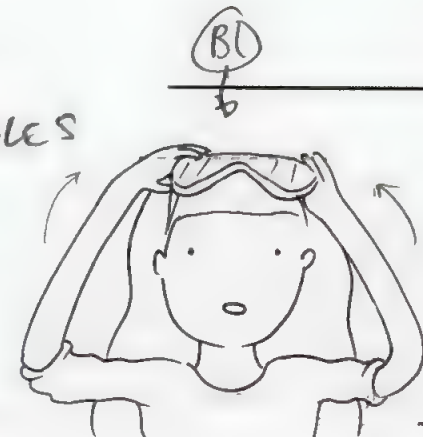
we won't know the results for a couple days.

Action:

-PB TAKES OFF GOGGLES

Timing:

MAR 24 2015



EPISODE #

Production:

1034-212

1034/212

1034/212

1034/212

1034/212

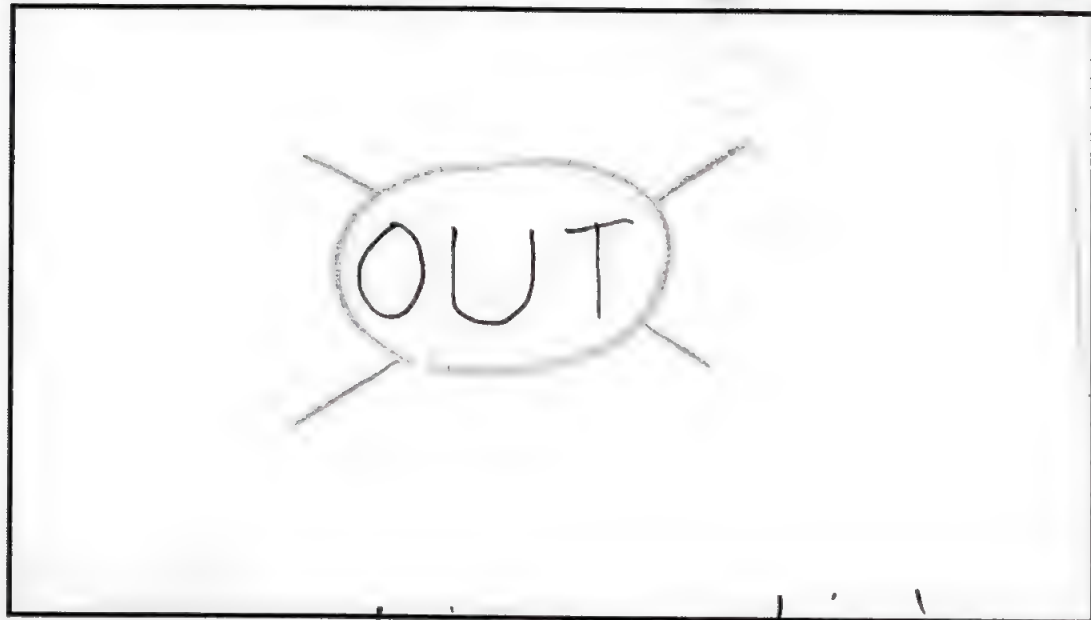
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ADVENTURE TIME

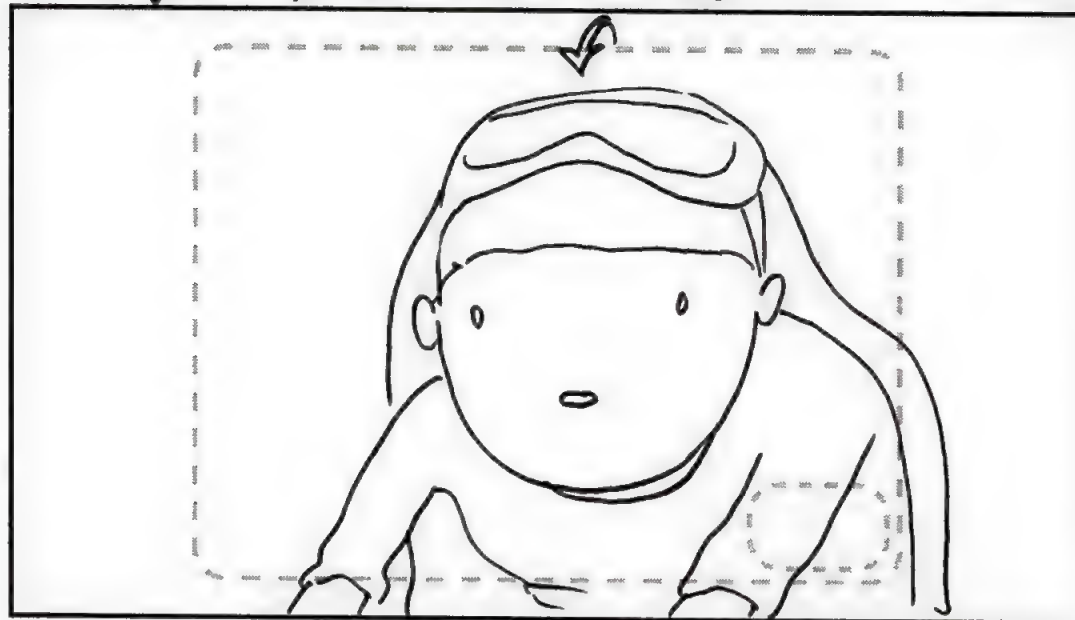


Page 79
day night

Sc. Pnl. Bg. day night



Sc. 47 CONT Pnl. C Bg. day night



Dialog:

(PB) in the meantime,

Action:

Timing:

MAR 24 2015

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Production:

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1034/212

ADVENTURE TIME

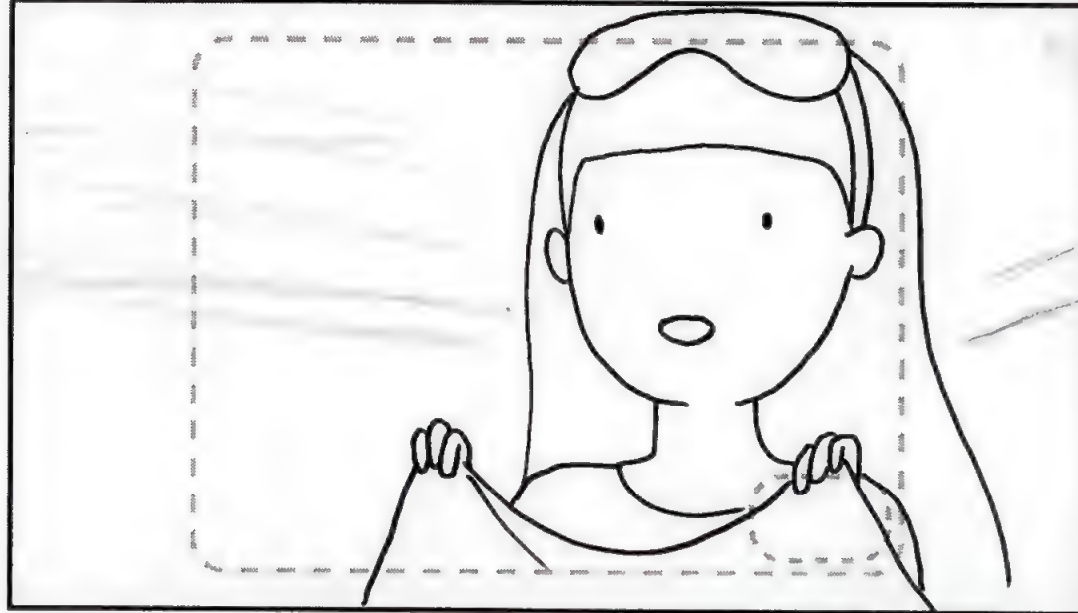


Page 80

Sc. 47 CONT Pnl. D

Bg.

day night

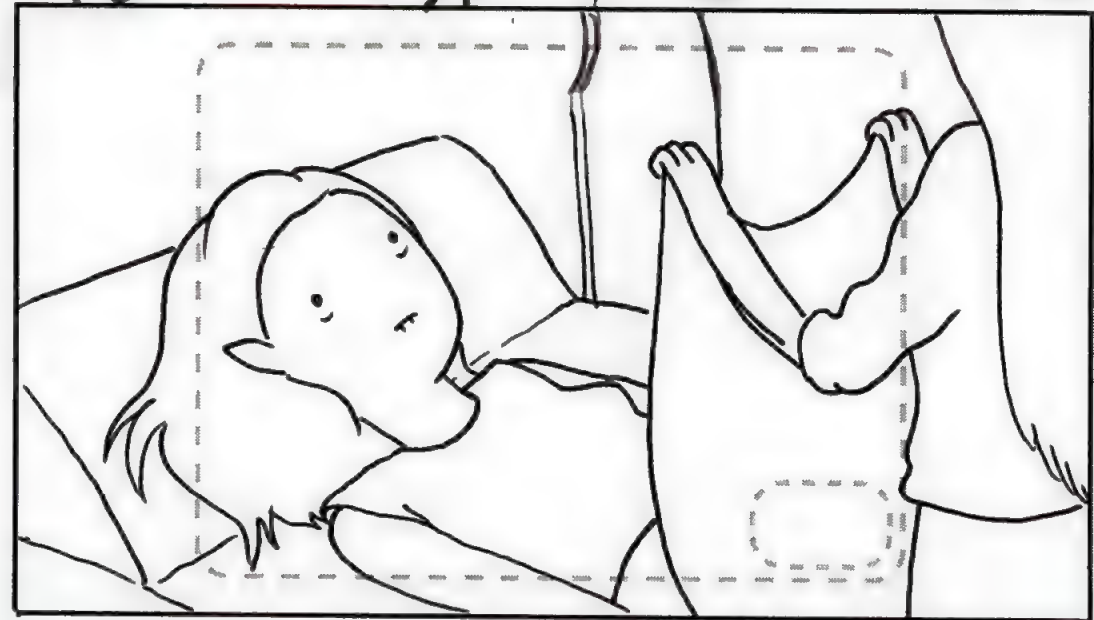


Sc 48

Pnl. A

Bg.

day night



Dialog:

(Pg) you need to get plenty of rest.

Action:

Timing:

MAR 24 2015

EPISODE #

1034-212

1034/212

Production:

1034/212

ADVENTURE TIME

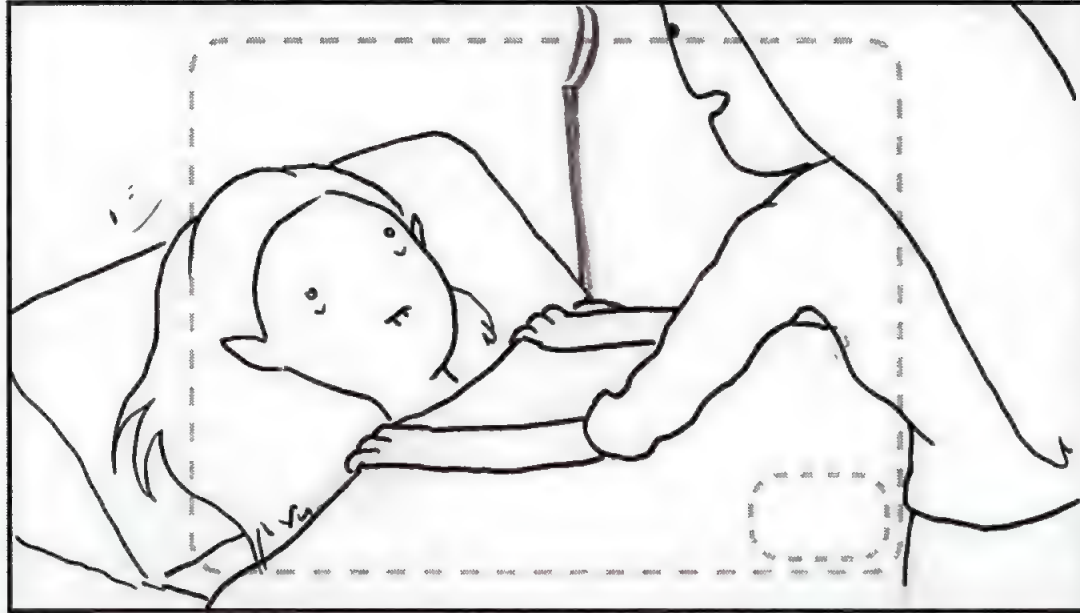


Page **81**

Sc. **48 CONT** Pnl. **B**

Bg.

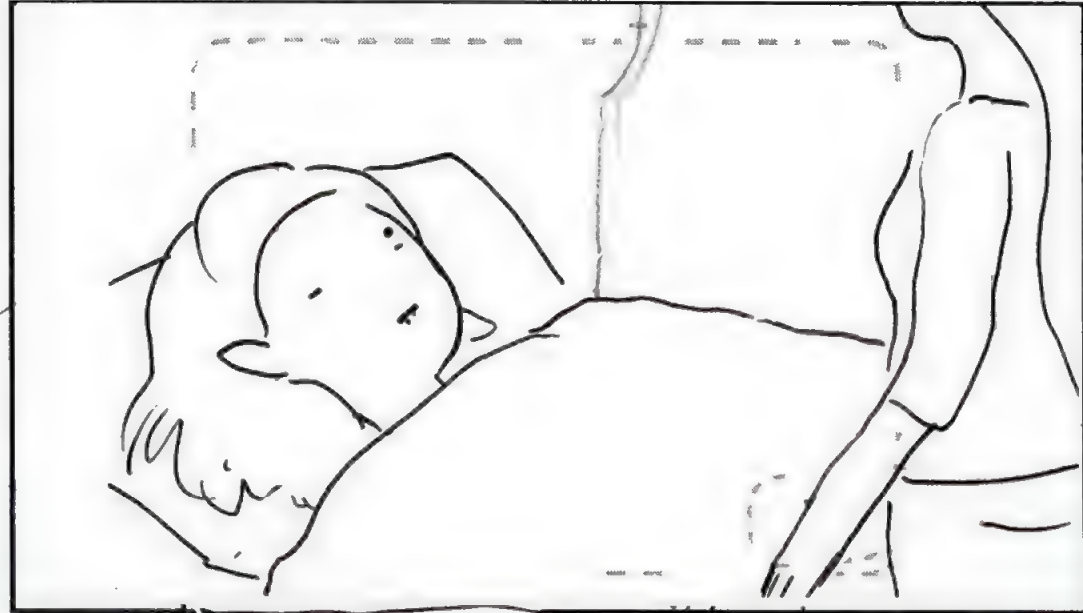
day night



Sc. **48 CONT** Pnl. **C**

Bg.

day night



Dialog:

(PB) I'll check your Vitals in the morning

Action:

Timing:

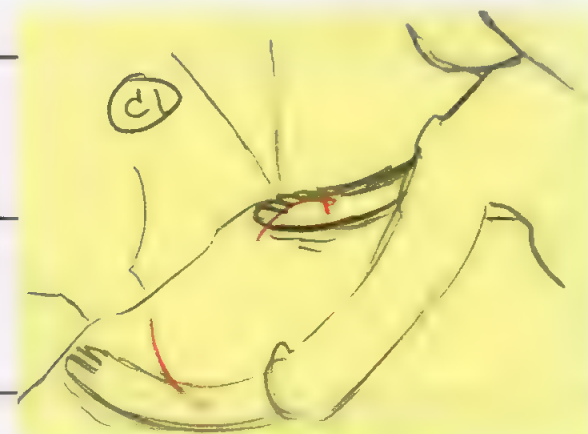


M blinks sleepily
as PB puts blanket over her.

(M) (SLEEPILY)

THANKS P.BRAINS...

MAR 24 2015...



MAR 24 2015

EPISODE #

1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



cut

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Sc. **48 CONT** Pnl. **D**

Bg.

day night

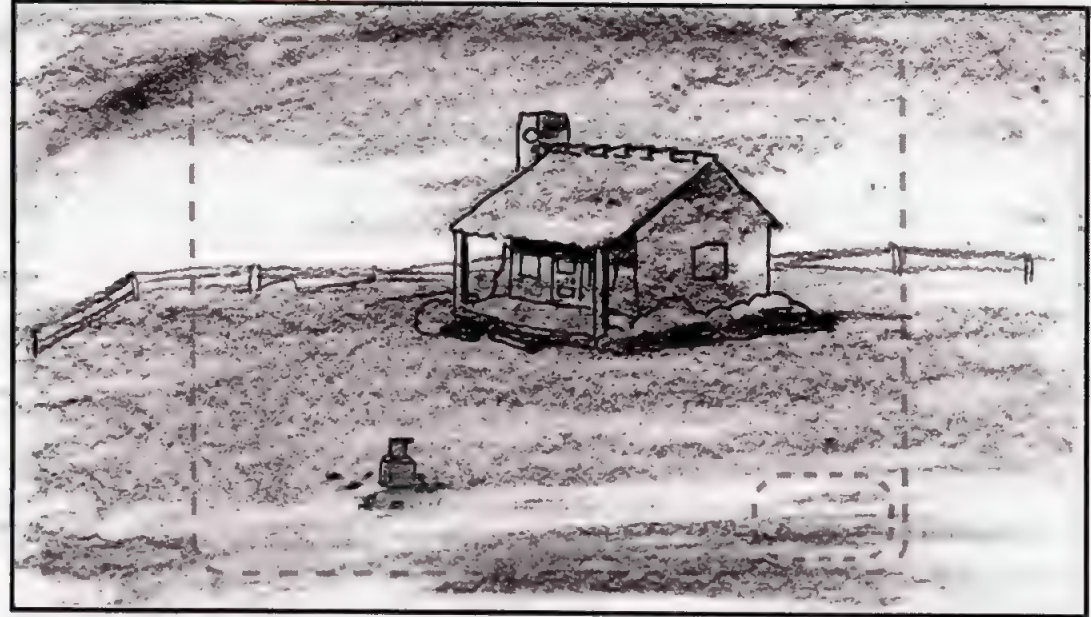
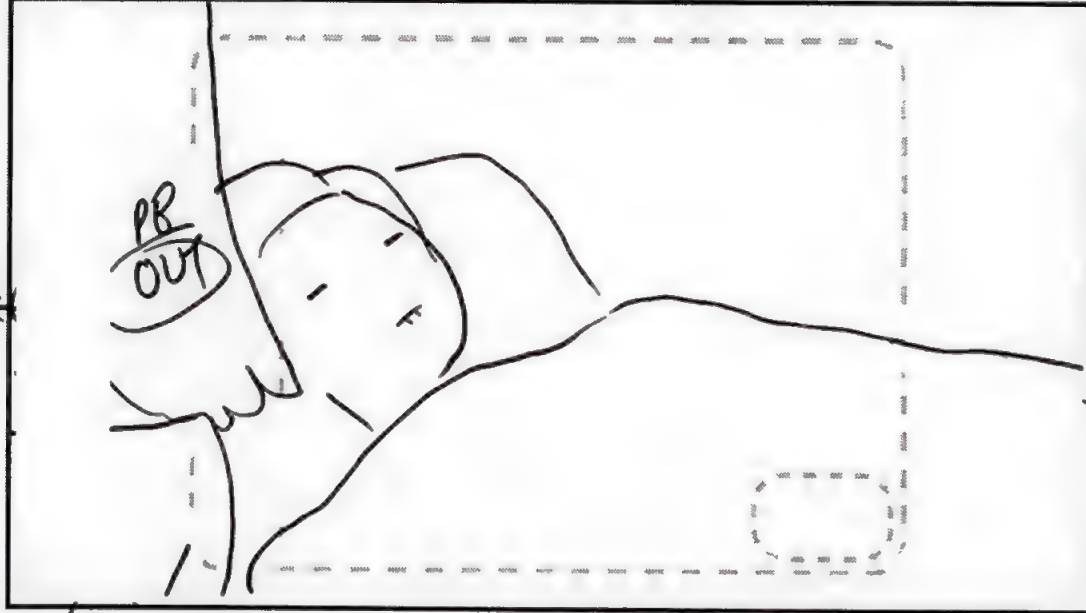
Sc. **48A**

Pnl. **A**

Bg.

day night

the cut



Dialog:

(M) *zzz*

*str * Click ! **

Action:

-PB WALKS OFF/S.

Timing:



FADE TO BLACK



(B) MAR 24 2015

Production:

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Ho
Cut

ADVENTURE TIME



Ho
Cut

Sc. **49**

Pnl. **A**

Bg.

day night

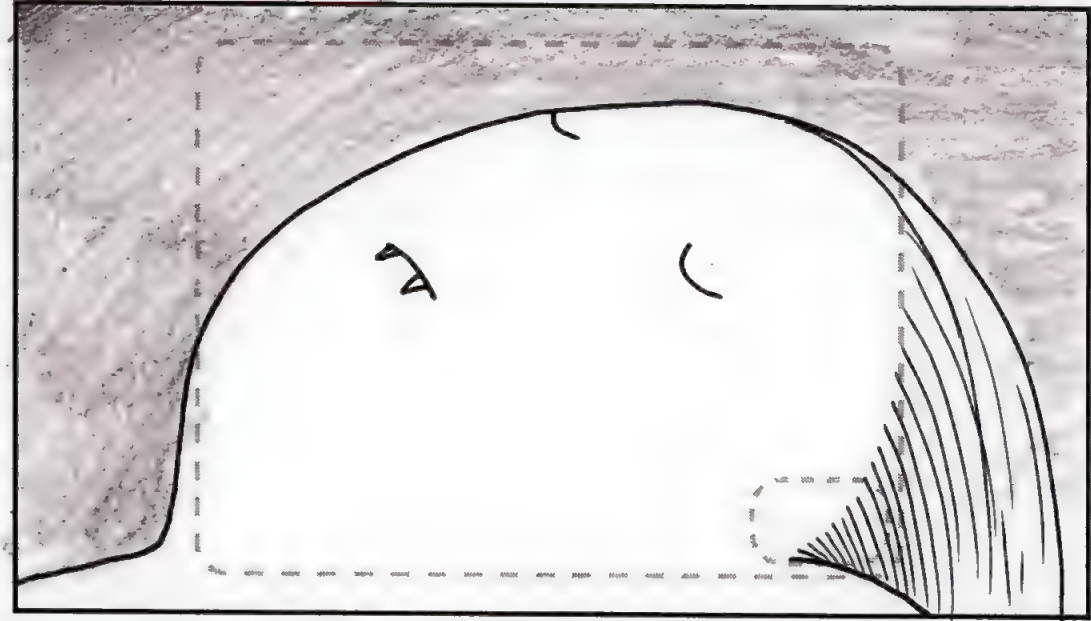


Sc. **50**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- M. FADES ON/S.
[DREAM SEQUENCE STARTS]

Timing:

MAR 24 2015

EPISODE #

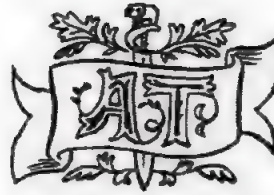
Production:

1034-212

1034/212

1034/212

ADVENTURE TIME

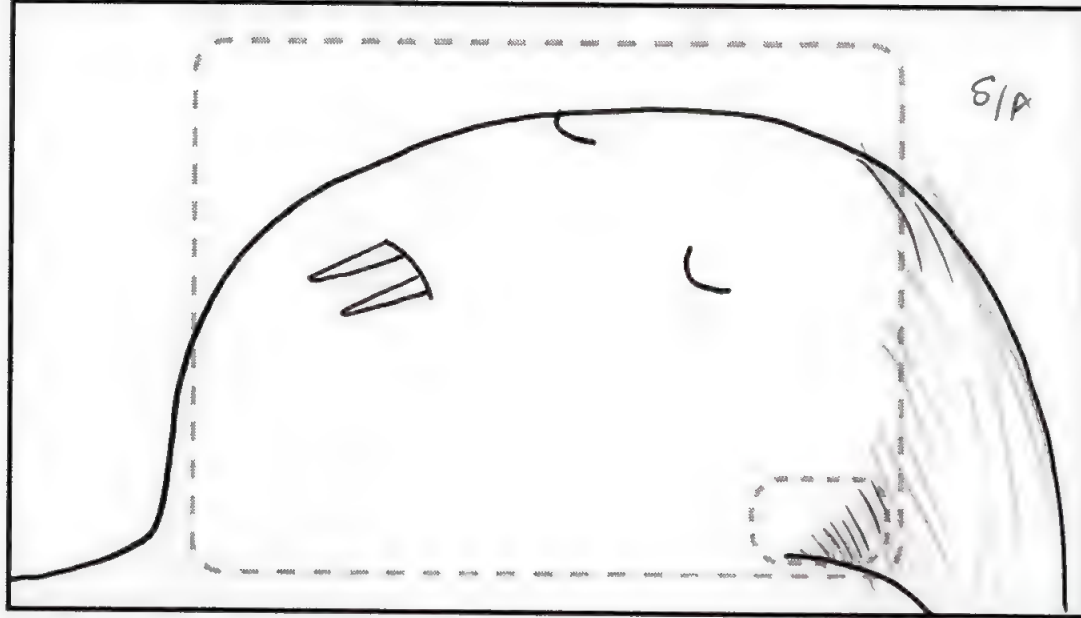


Page **84**

Sc. **50 CONT** Pnl. **B**

Bg.

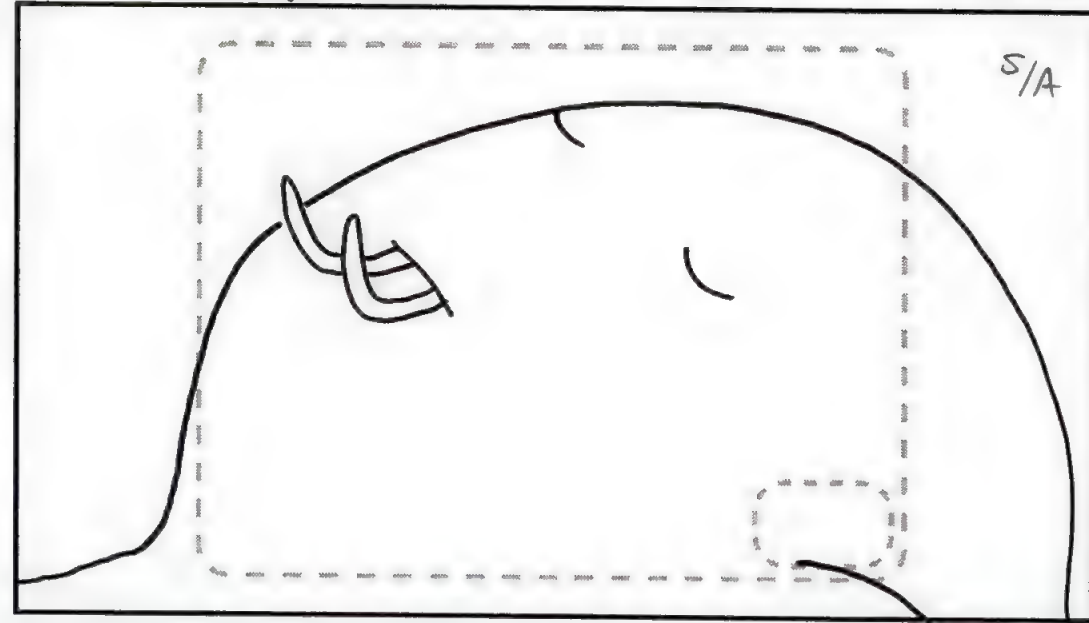
day night



Sc. **50 CONT** Pnl. **C**

Bg.

day night



Dialog:

SFX: KK-KK-KKK

Action:

marceline's teeth grow and curve

MAR 24 2015

Timing:

EPISODE # 1034-212

1034/212

Production:

1034/212

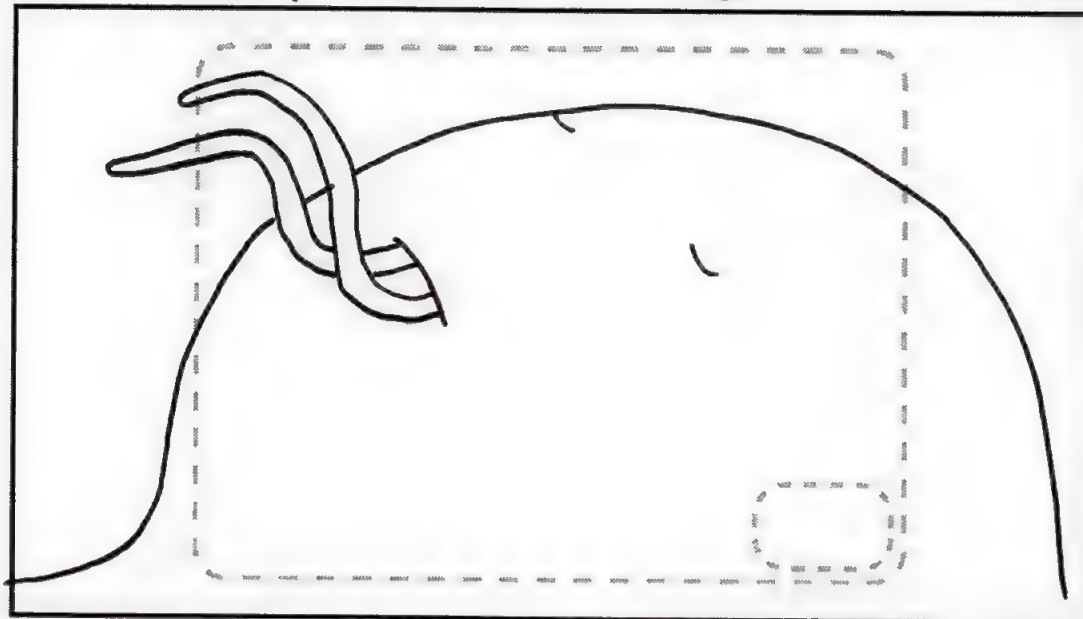
ADVENTURE TIME



Sc. 50 CONT Pnl. D

Bg.

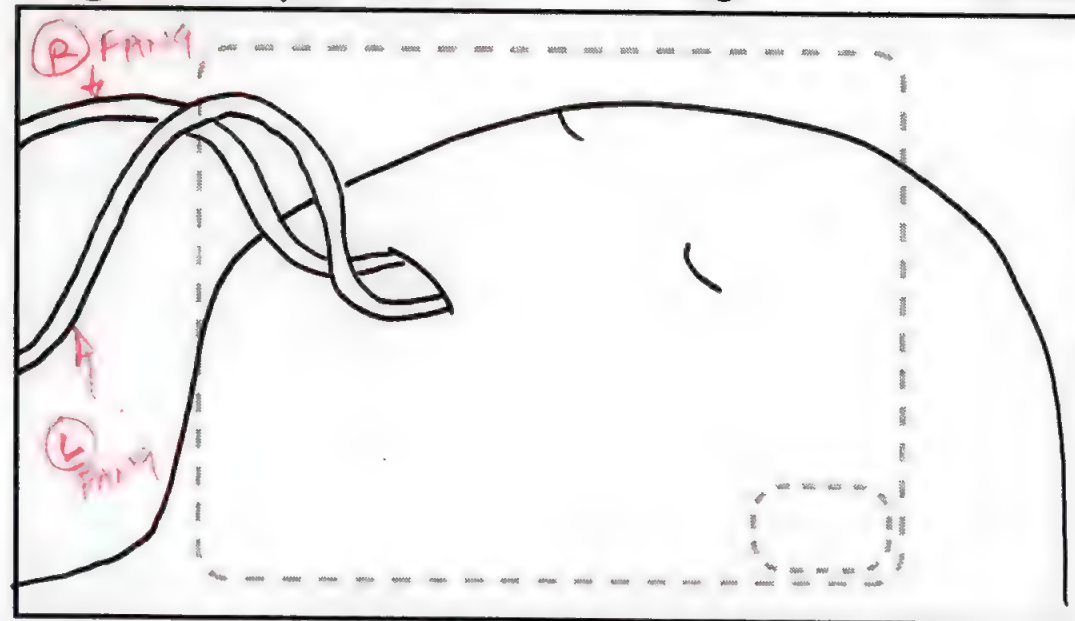
day night



Sc. 50 CONT Pnl. E

Bg.

day night



Dialog:

Action:

- MS TEETH STRETCH OFF/S.

Timing:

MAR 24 2015

Page

85

EPISODE #

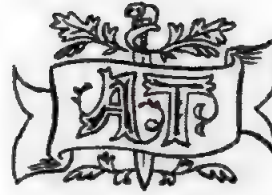
1034-212

1034/212

Production:

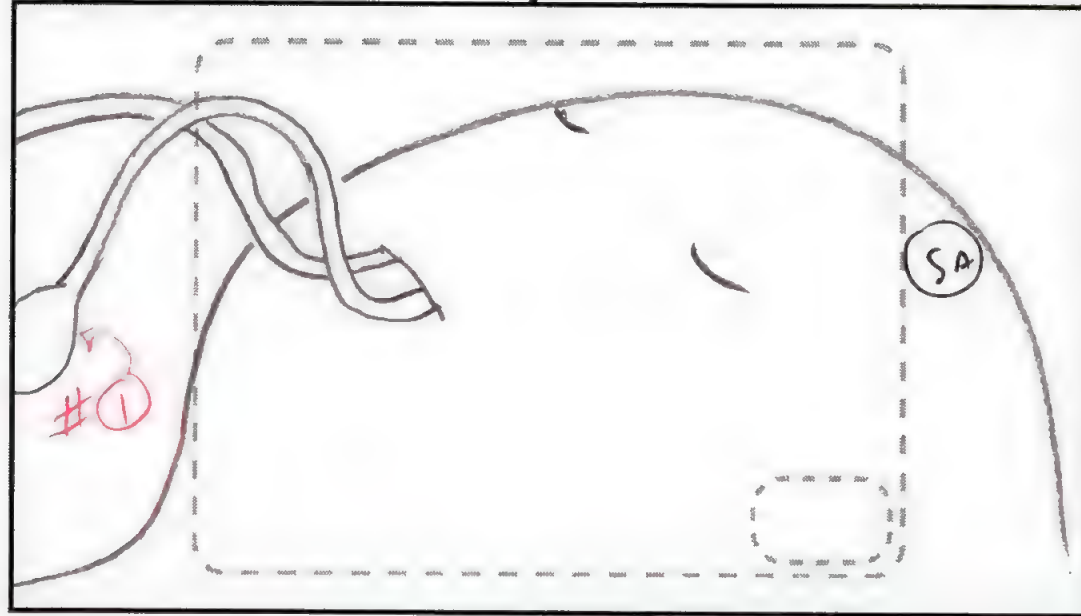
1034/212

ADVENTURE TIME

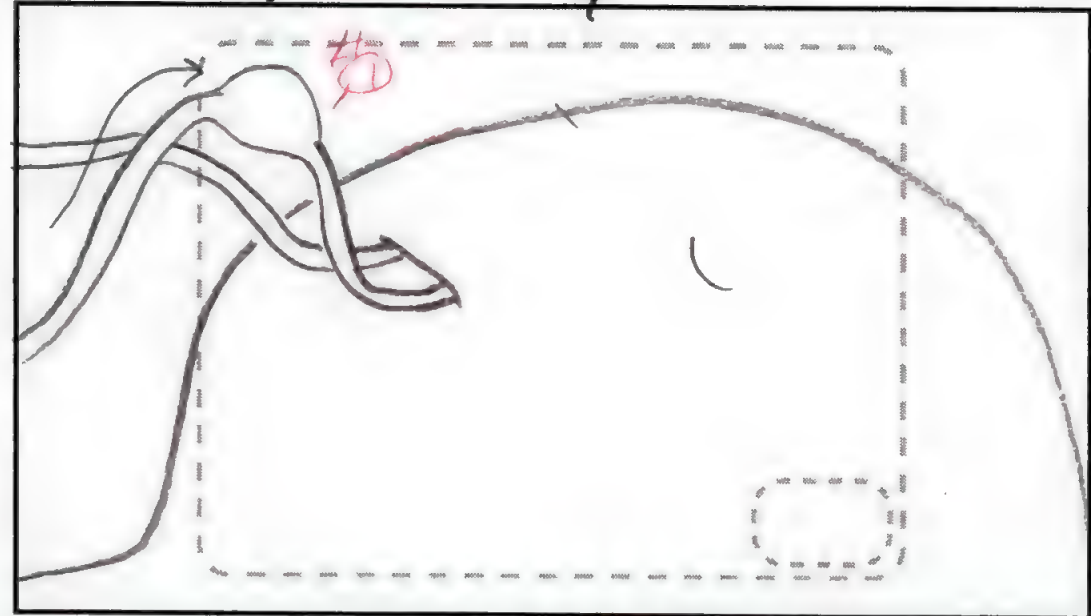


Page 86

Sc. 50 CONT Pnl. F Bg. day night



Sc. 50 CONT Pnl. G Bg. day night



Dialog:

Action:

- GULPING MOTION THROUGH TEETH.

Timing:

MAR 24 2015

EPISODE #

1034-212

Production:

1034/212

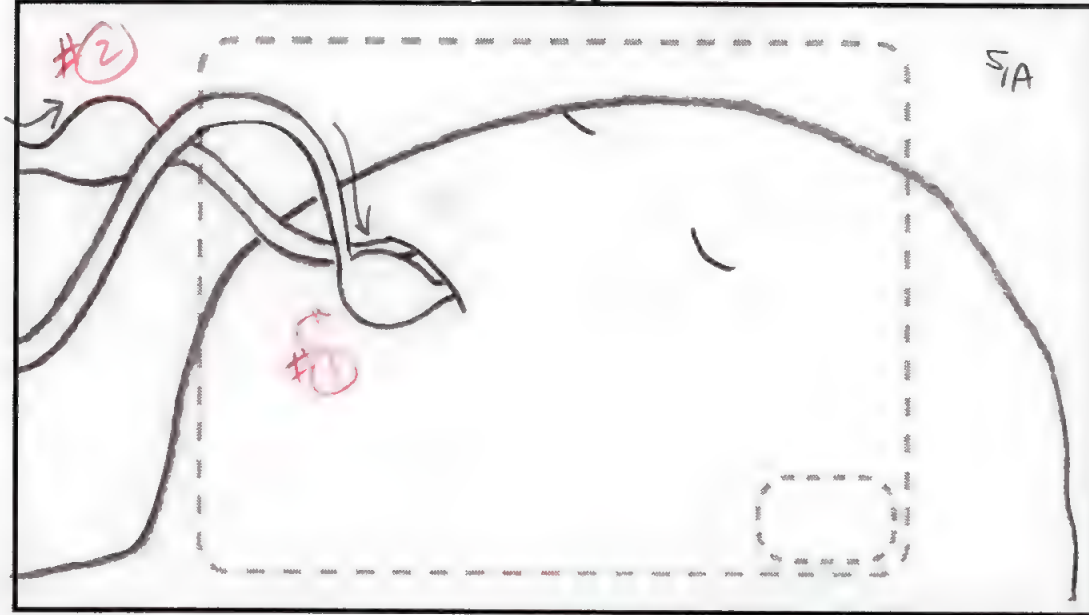
1034/212

ADVENTURE TIME



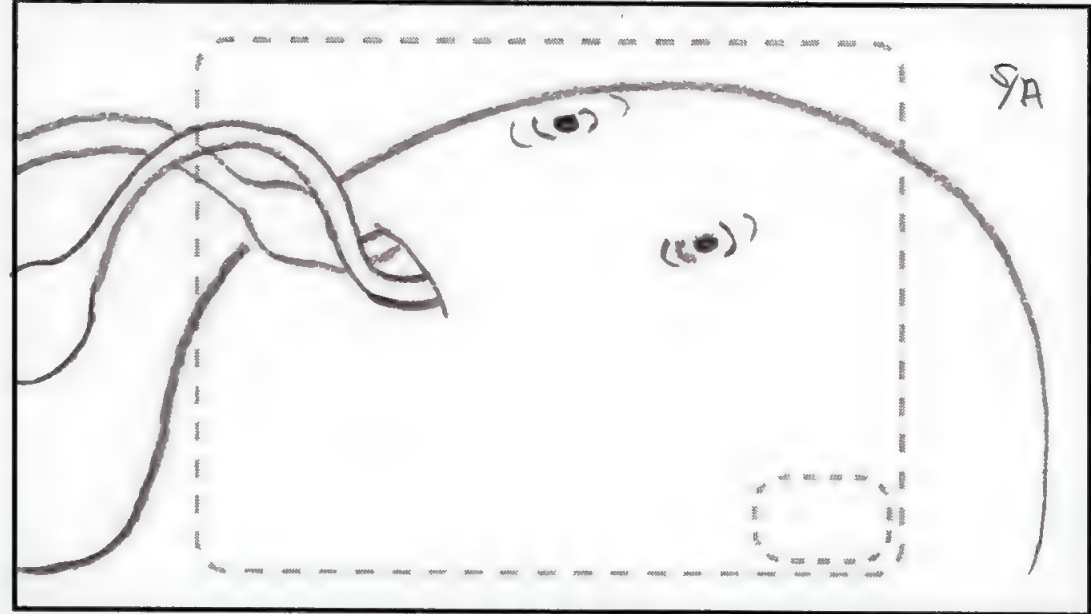
Sc. 50 CONT Pnl. H Bg.

day night



Sc. 50 CONT Pnl. I Bg.

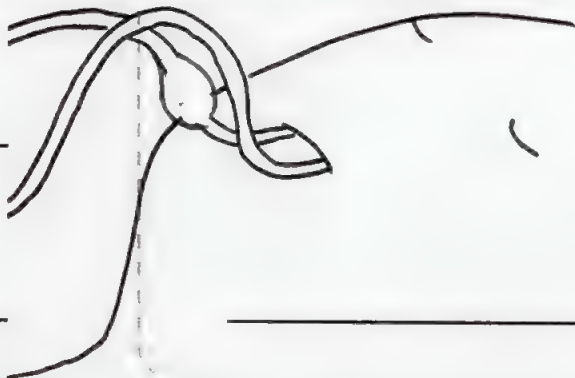
Page 87
day night



Dialog:

(SFX) GIUG!

Action:



-M. WAKES UP

MAR 24 2015

Timing:

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Production:

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1034/212

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ADVENTURE TIME



Sc. **51**

Pnl. **A**

Bg.

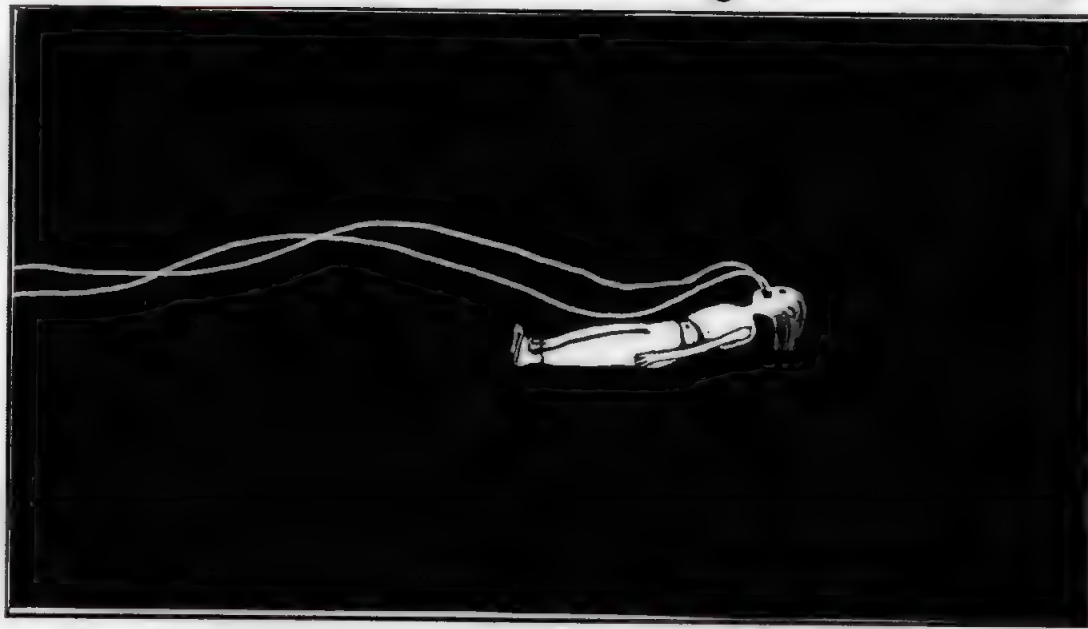
day night

Sc. **51 CONT**

Pnl. **B**

Bg.

day night



Dialog: <i>Sfx → Glug...glug...glug...glug...glug...glug...glug...</i>	
Action:	<i>-M. STRAIGHTENS UP.</i> <div>MAR 24 2015</div>
Timing:	

EPISODE #
1034-212
1034/212
Production:

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ADVENTURE TIME



NO SC 52

Page 89

Sc. 51 CONT Pnl. C

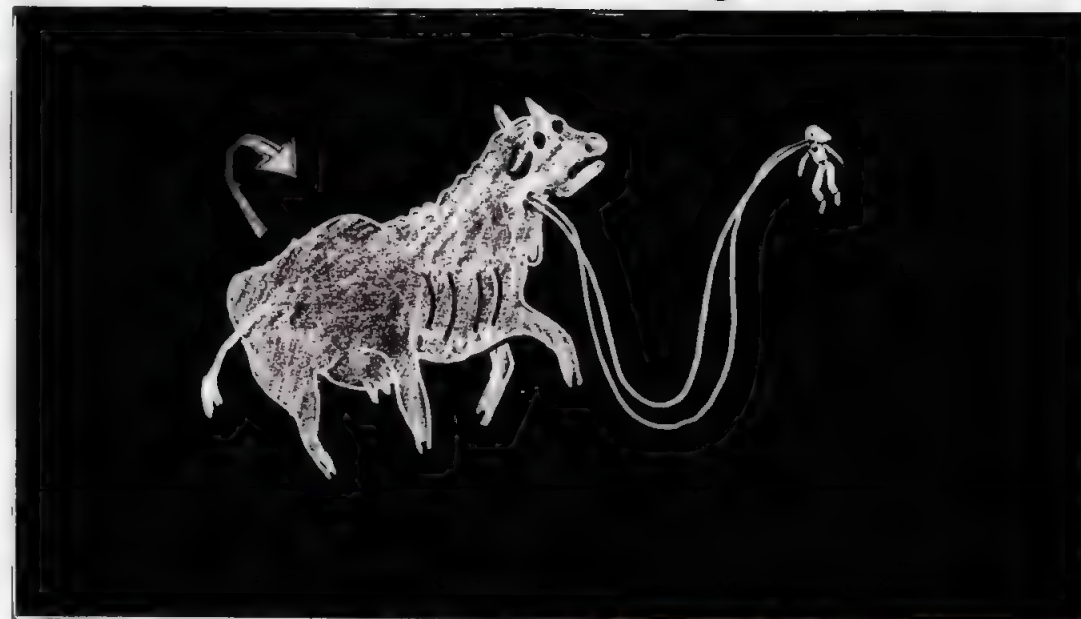
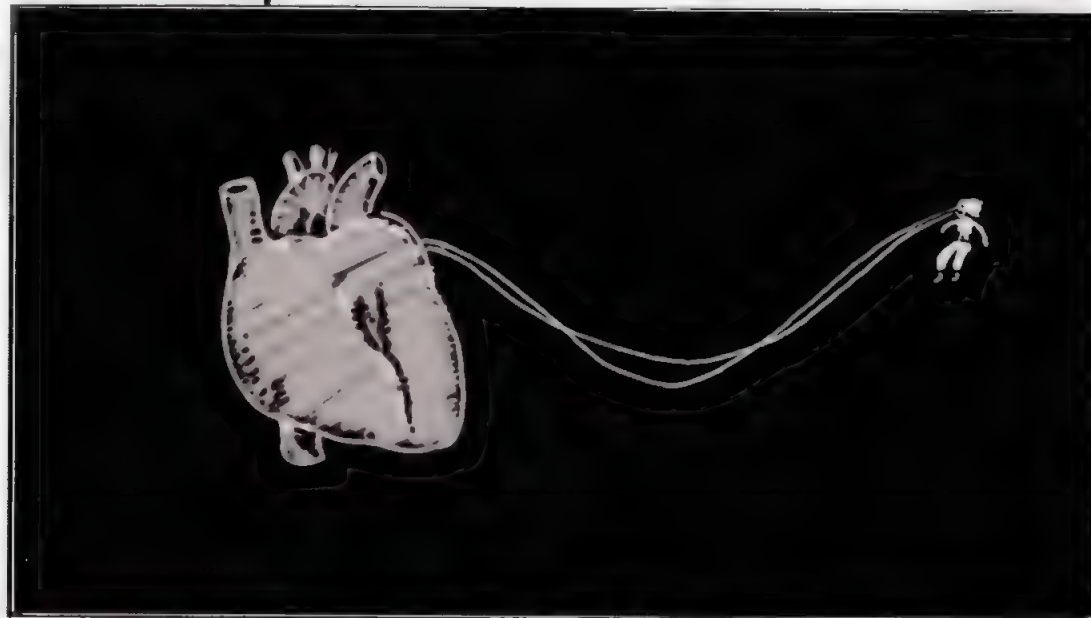
Bg.

day night

Sc. 51 CONT Pnl. D

Bg.

day night



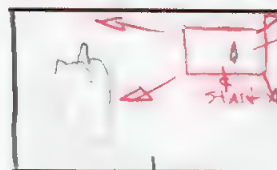
Dialog:

Action:

Timing:

Ding
-TRUCK OUT TO REVEAL TEETH
CONNECTED TO HEART.

Diag truck out



S/A ①

- HEART TRANSFORMS INTO COW. MAR 4 2015



DI

EPISODE # 1034-212

1034/212

Production:

1034/212

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ADVENTURE TIME



Page 90

Sc. 53

Pnl. A

Bg.

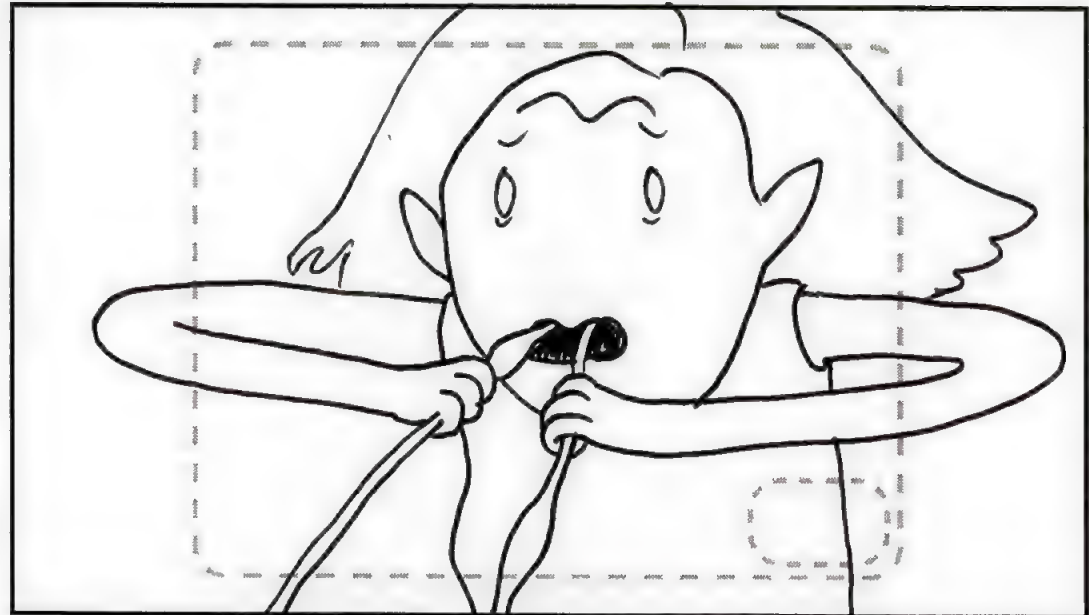
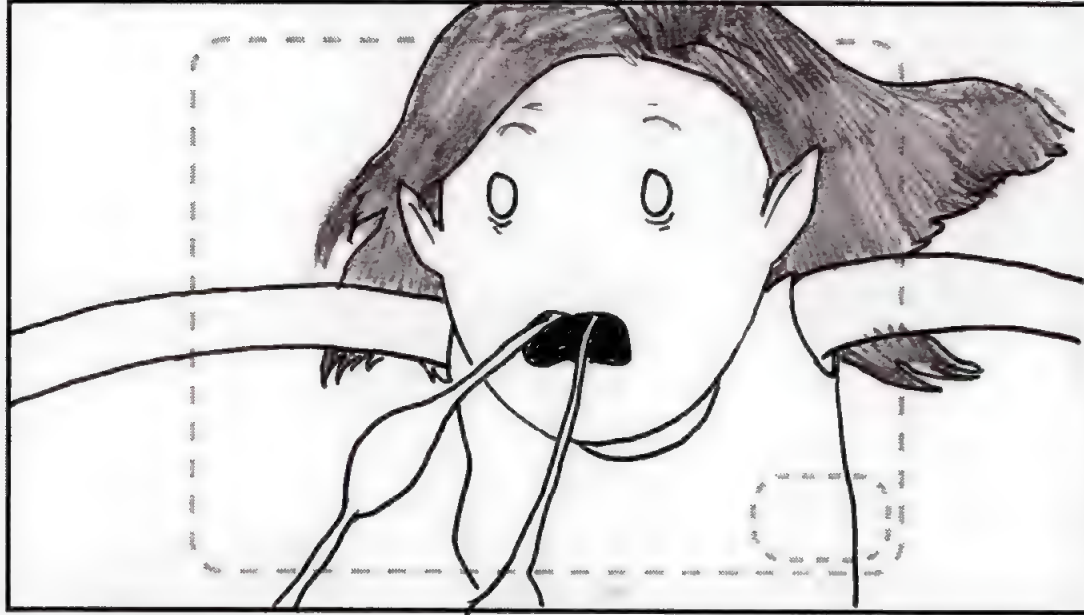
day night

Sc. 53 cont

Pnl. B

Bg.

day night



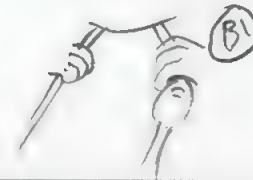
Dialog:

sfx (glug ... glug)

(M)

NO~ NO!

glug)



Action:

-M. GRABS TEETH.

MAR 24 2015

Timing:

EPISODE # 1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



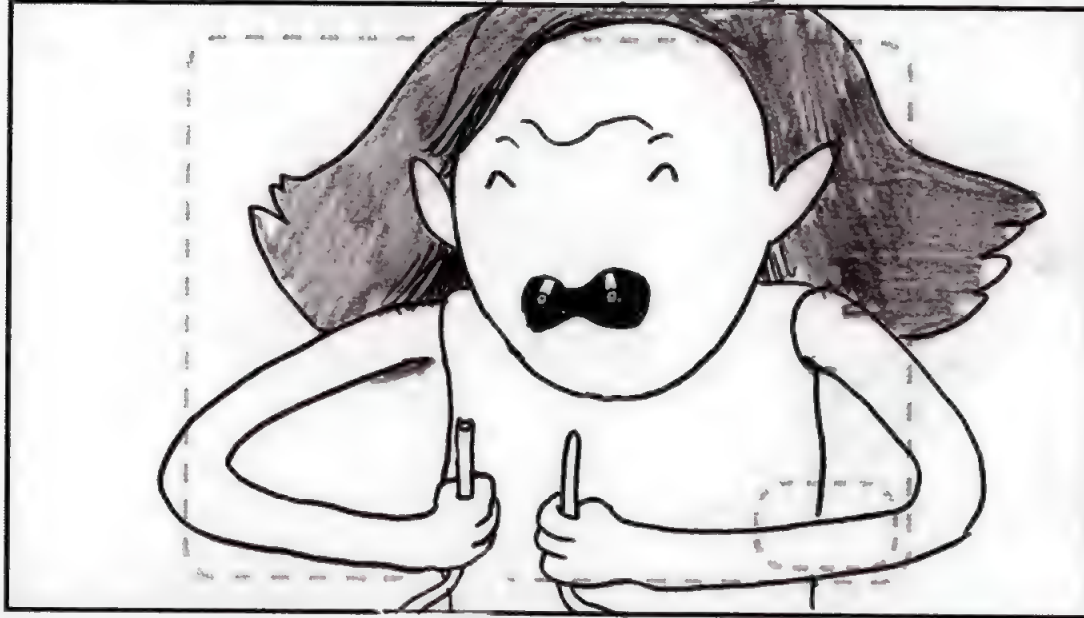
Ho Cut

Page 91

Sc. 53 CONT Pnl. C

Bg.

day night

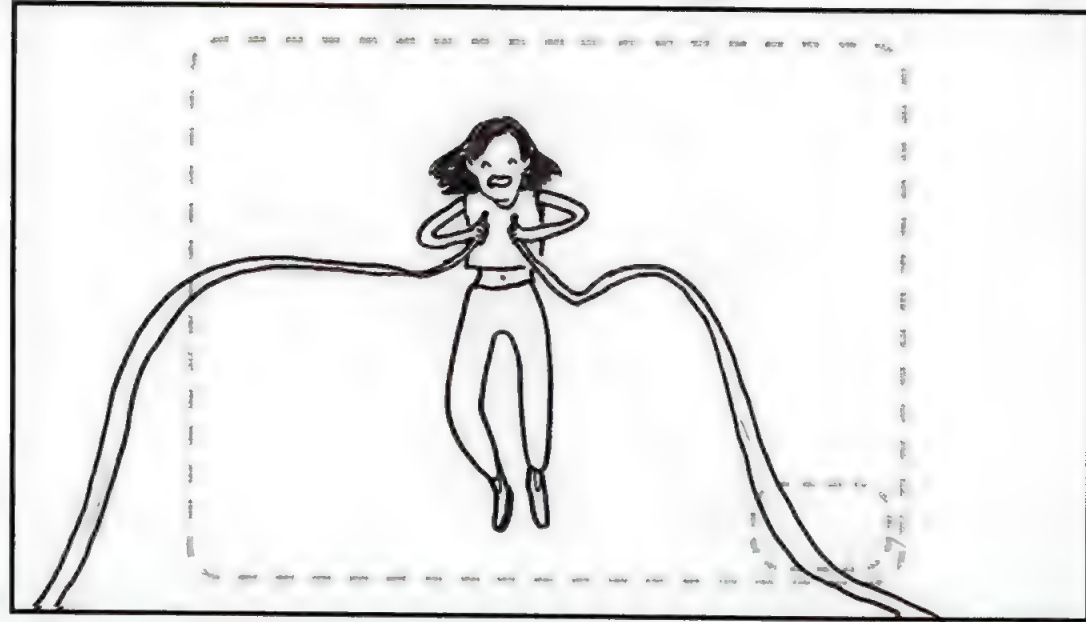


Sc. 54

Pnl. A

Bg.

day night



Dialog:

(sfx crack!)

Action:

Marceline snaps her teeth.

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

Production:

1034/212

1034/212

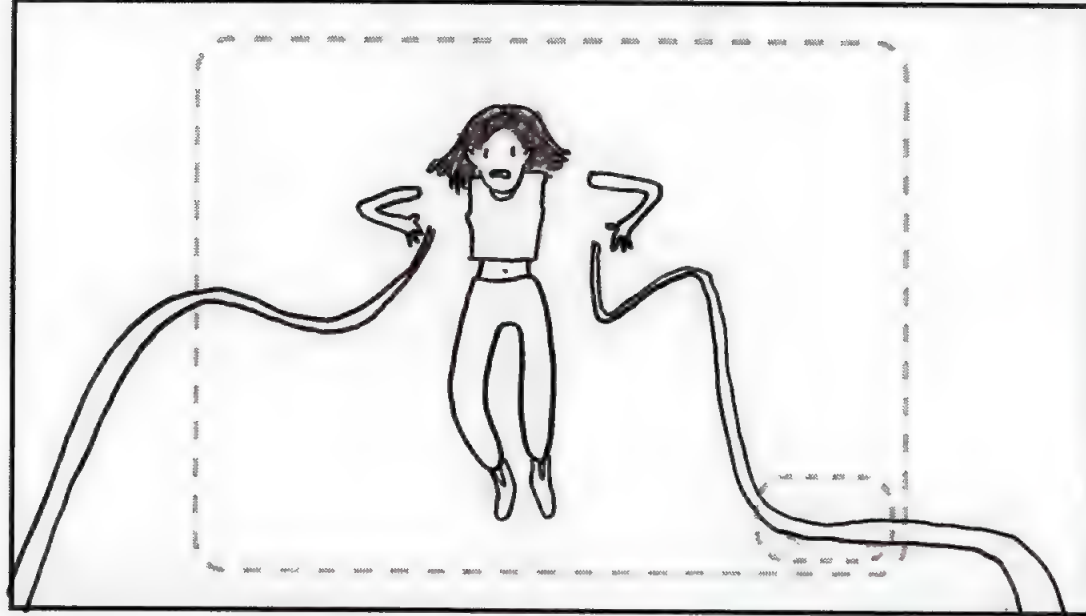
ADVENTURE TIME



Sc. 54 CONT Pnl. B

Bg.

day night



Sc. 54 CONT Pnl. C

Bg.

Page 92
day night



Dialog:

(Sfx) (CRACK!)

sfx crack! crack! crack! crack!

Action:

- M'S ARMS POP OFF
LIKE DOLL ARMS.

M's body cracks apart into 5 pieces

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

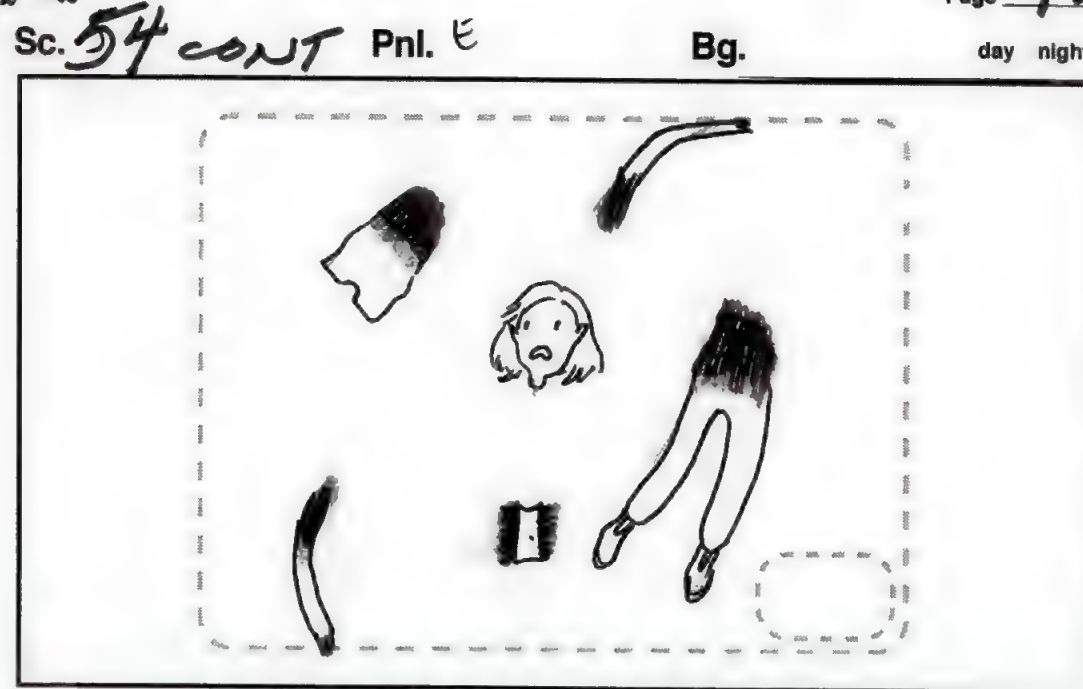
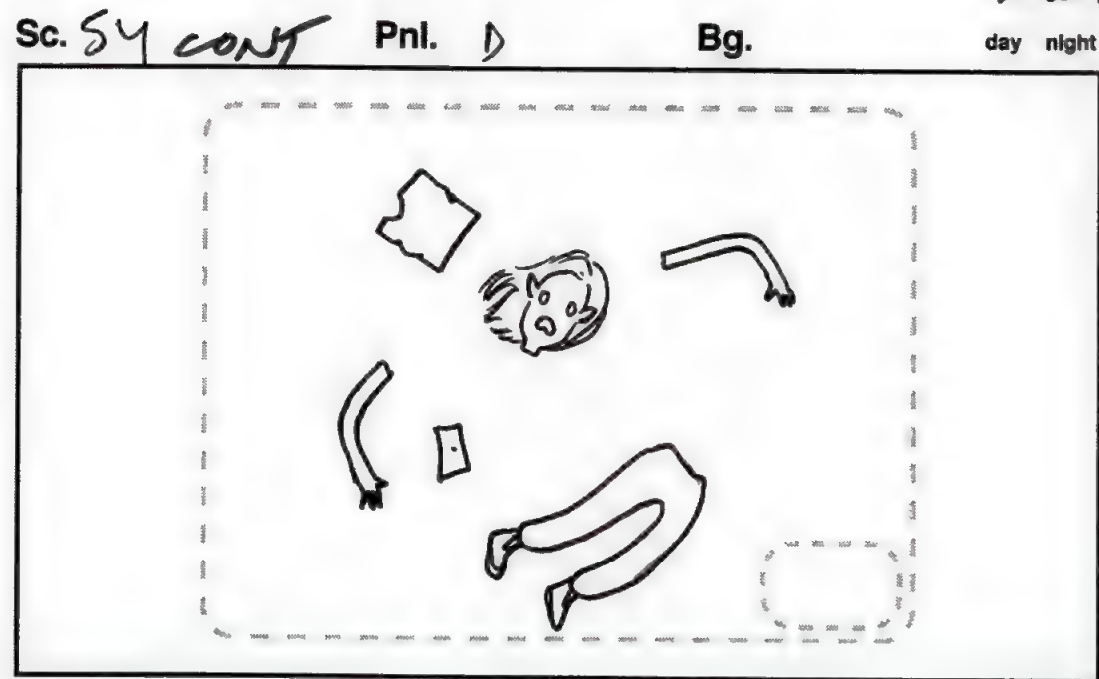
Production:

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ADVENTURE TIME

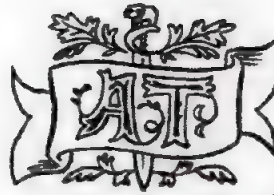


Dialog:			
Action:			
Timing:			

MAR 24 2015

EPISODE # 1034-212
1034/212
Production:

ADVENTURE TIME

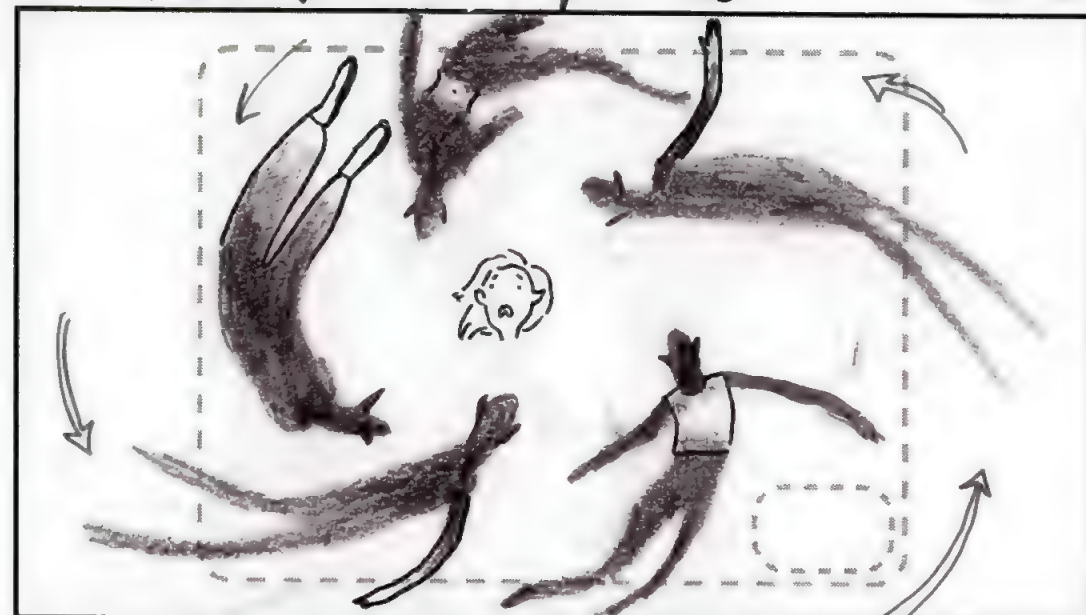
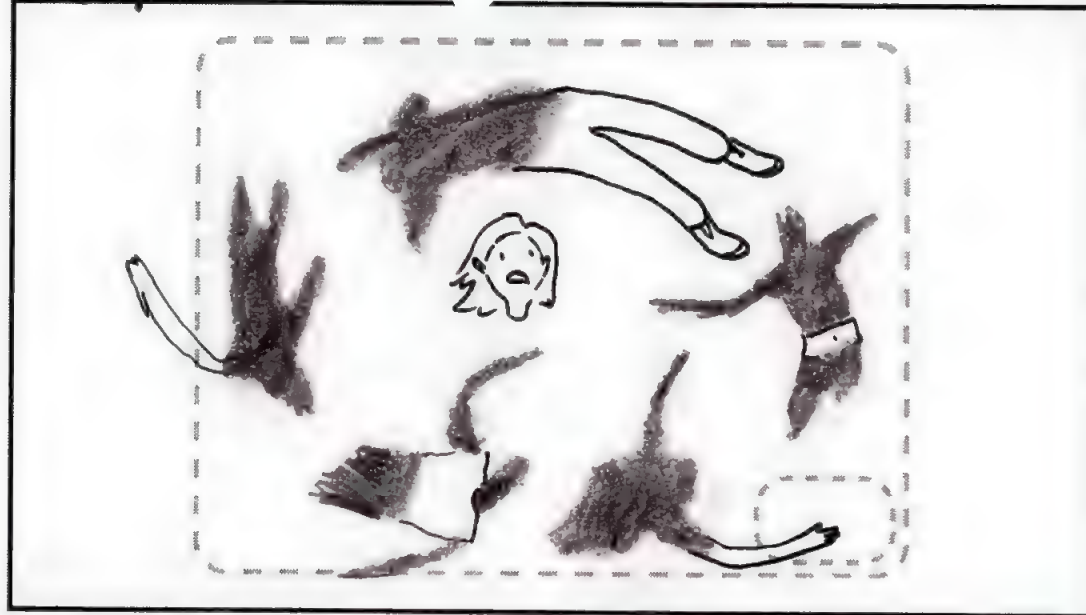


Sc. 54 CONT Pnl. F Bg.

day night

Sc. 54 CONT Pnl. G Bg.

Page 94
day night



Dialog:

Action:

-PIECES SWIRL AND MORPH INTO VAMP. SILHOUETTES.

Timing:

MAR 24 2015

EPISODE # 1034-212

Production:

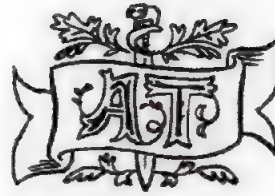
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1034/212

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ADVENTURE TIME



Page **95**

Sc. **54 CONT** Pnl. **H** Bg. day night Sc.

Pnl. Bg. day night

Dialog:
Action:
Timing:

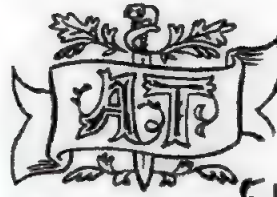
MAR 24 2015

EPISODE # 1034-212

Production:

1034/212

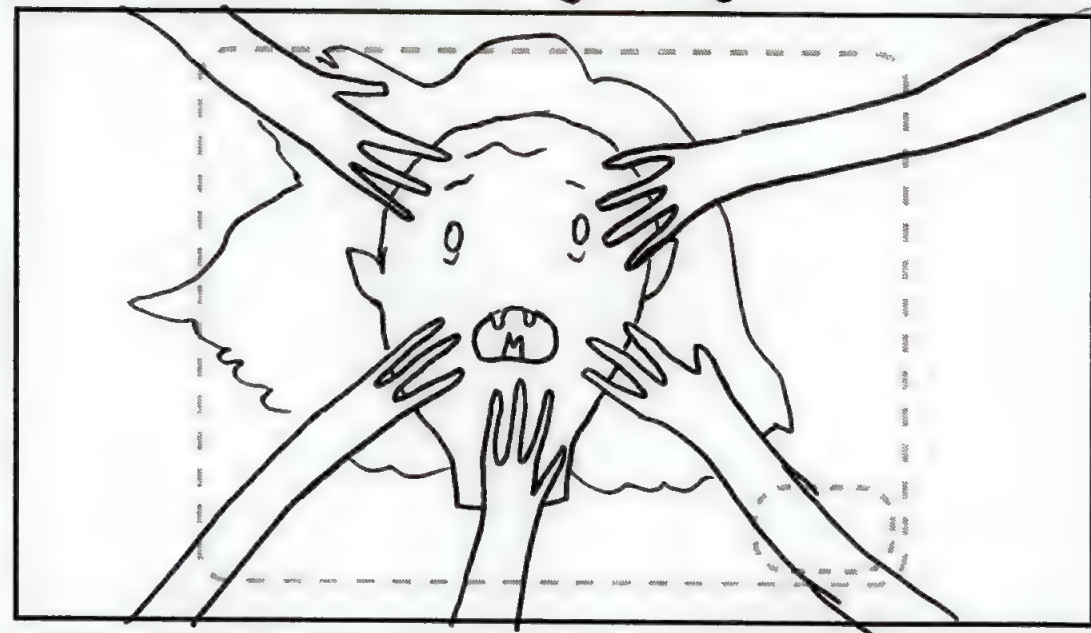
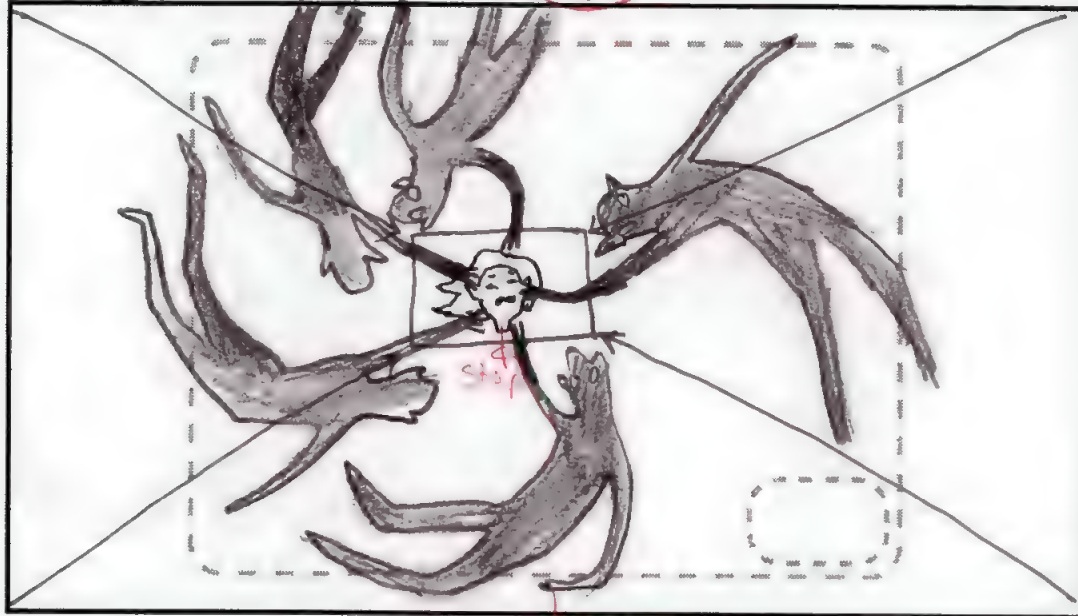
ADVENTURE TIME



Page **96**
day night

Sc. **54 CONT** Pnl. **F** Bg.

Sc. **54 CONT** Pnl. **J** Bg.



Dialog:

trick 50

M: Screams

Action:

- VAMPS REACH FOR M'S HEAD

MAR 24 2015

Timing:

EPISODE #

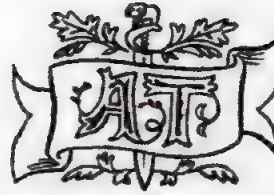
1034-212

Production:

1034/212

1034/212

ADVENTURE TIME



Sc. 54 CONT Pnl. K

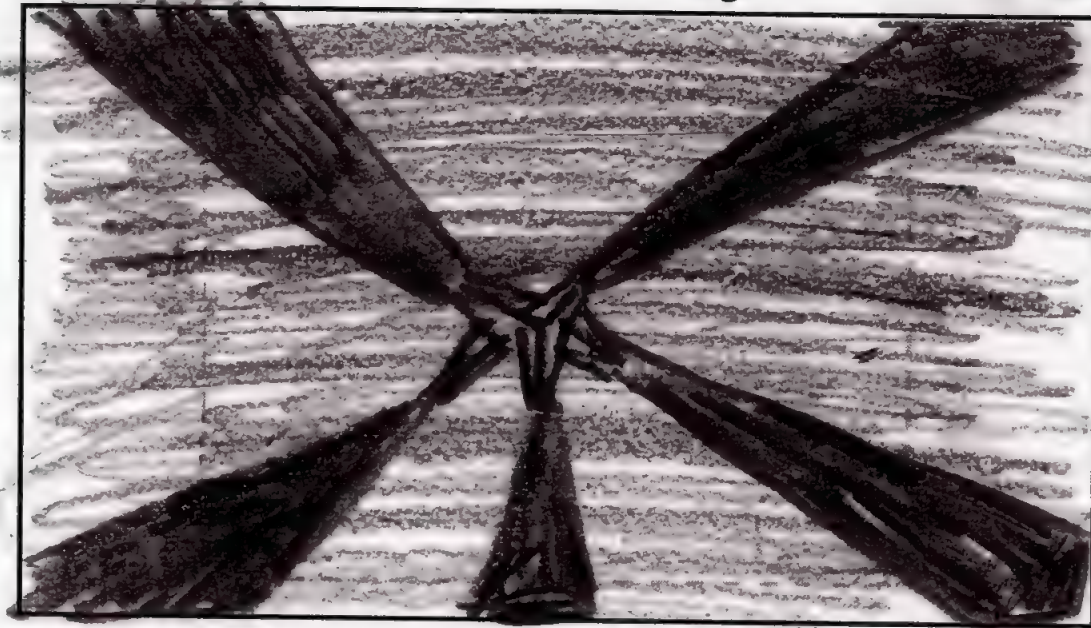
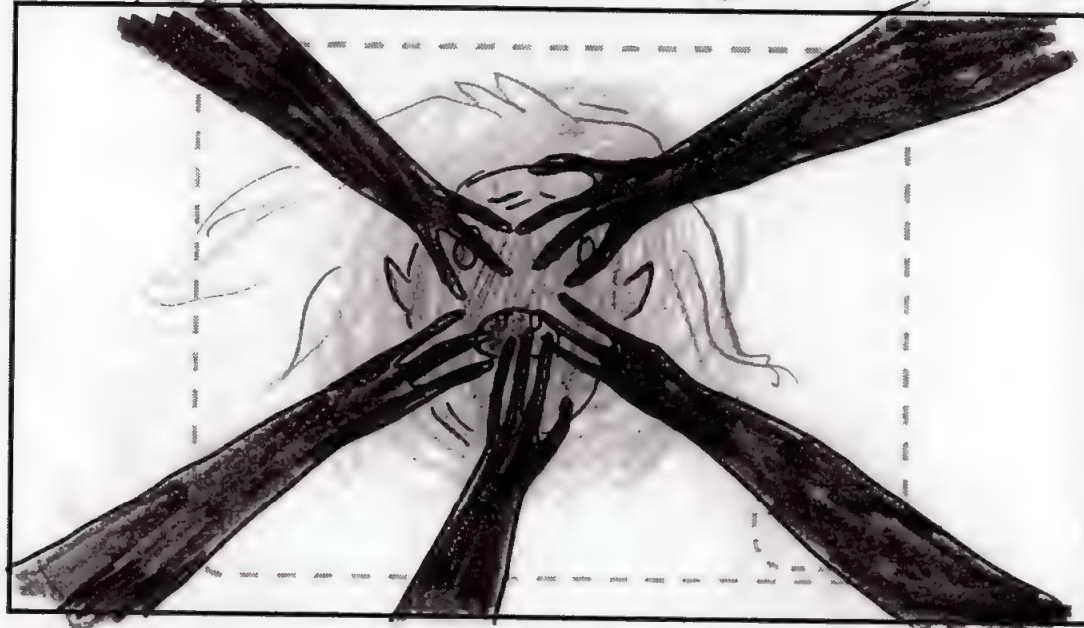
Bg.

day night

Sc. 54 CONT Pnl. L

Bg.

Page 97
day night



Dialog:

(M) Scream →

Action:

hands push marceline's head into darkness

Timing:

MAR 24 2015

Production:

EPISODE #

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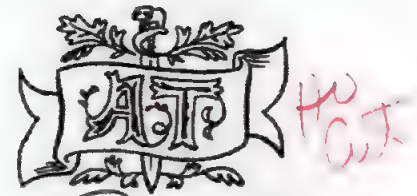
1034/212

1034/212

1034/212

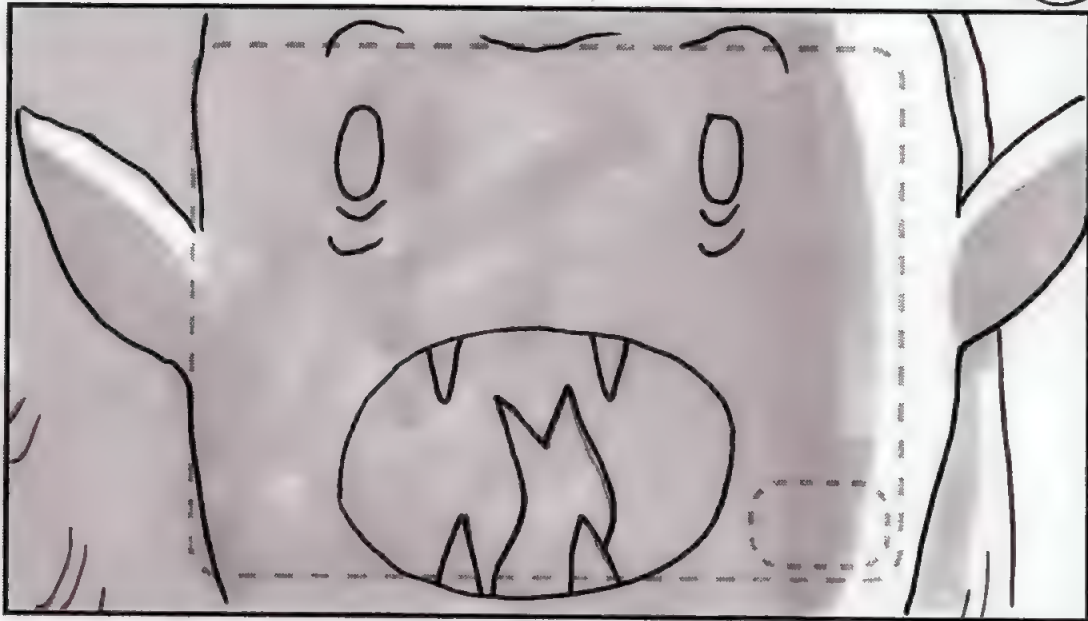
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ADVENTURE TIME

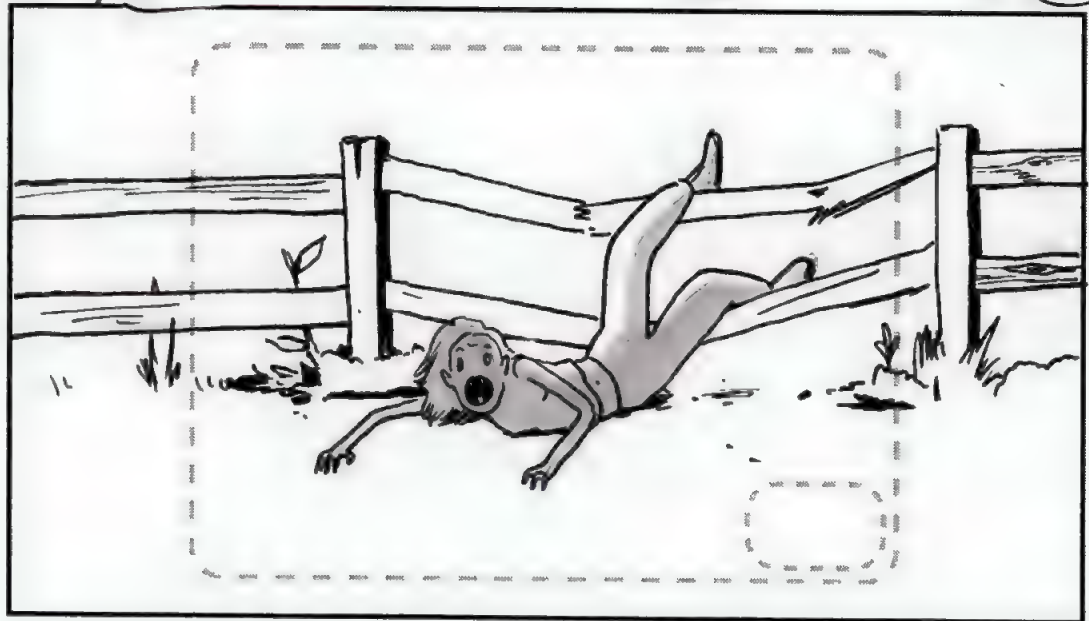


Page **98**

Sc. **55** Pnl. **A** Bg. day night



Sc. **56** Pnl. **A** Bg. day night



Dialog:	
(M)	scream!! (cont) ~~~~~ (scream trails off)
Action:	
MAR 24 2015	
Timing:	

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1034/212

Production:

1034/212

ADVENTURE TIME



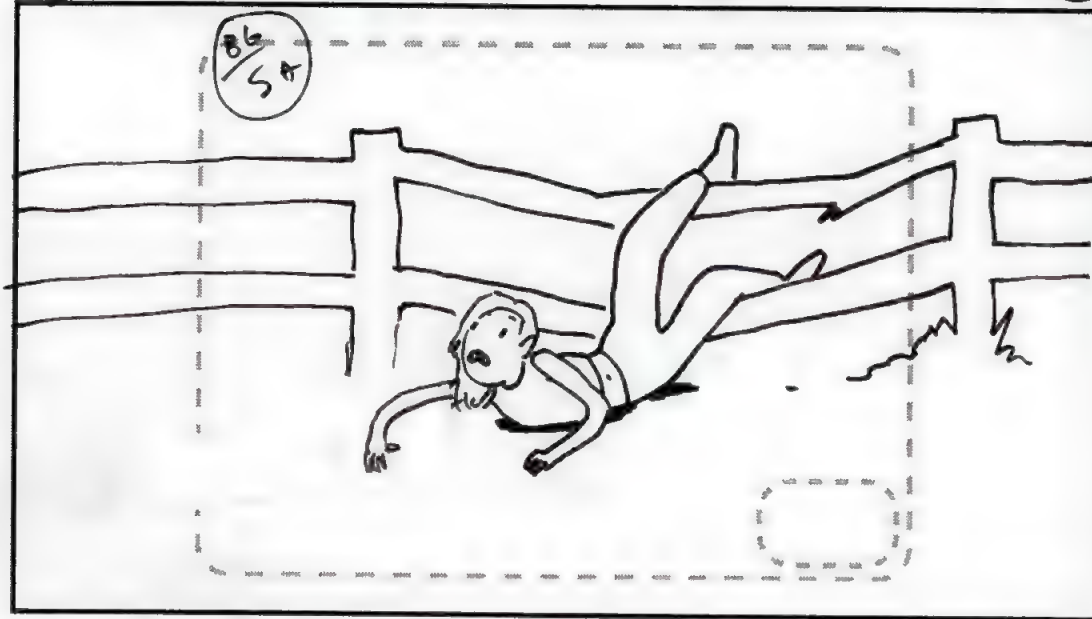
Page **99**

Sc. **56 cont**

Pnl. **B**

Bg.

day **night**

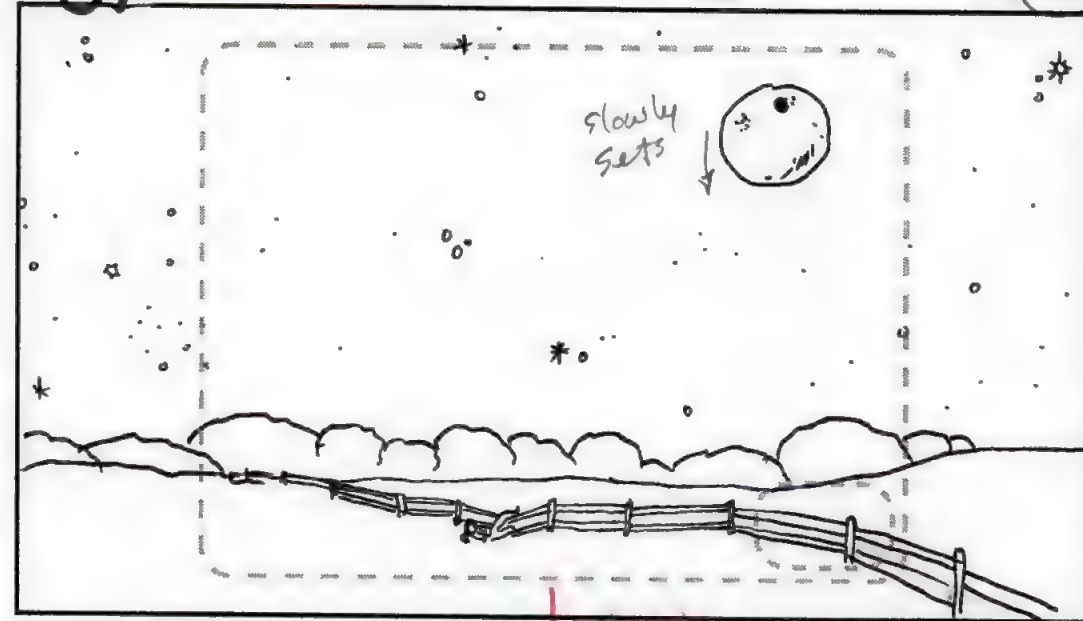


Sc. **57**

Pnl. **A**

Bg.

day **night**

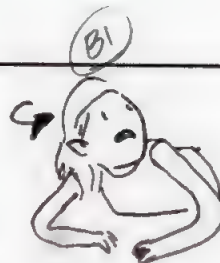


Dialog:

(M) huh?

((crickets))

Action:



-marceline looks side to side

MAR 24 2015

Timing:

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Production:

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1034-212

ADVENTURE TIME



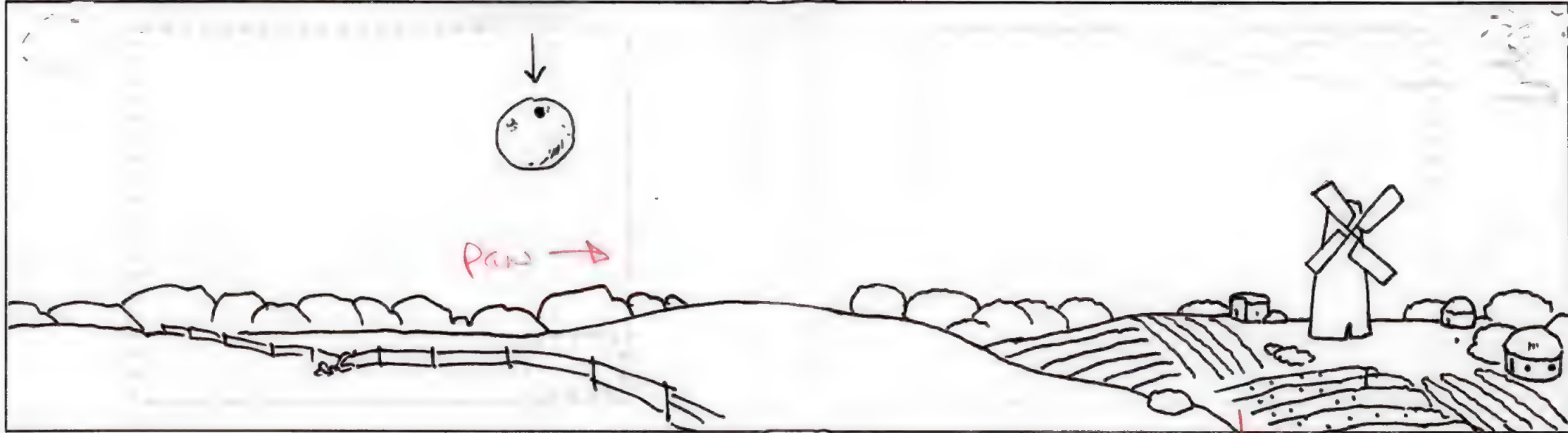
Page **100**
NO PG-101
day night

Sc. **51 CONT**

B

day night

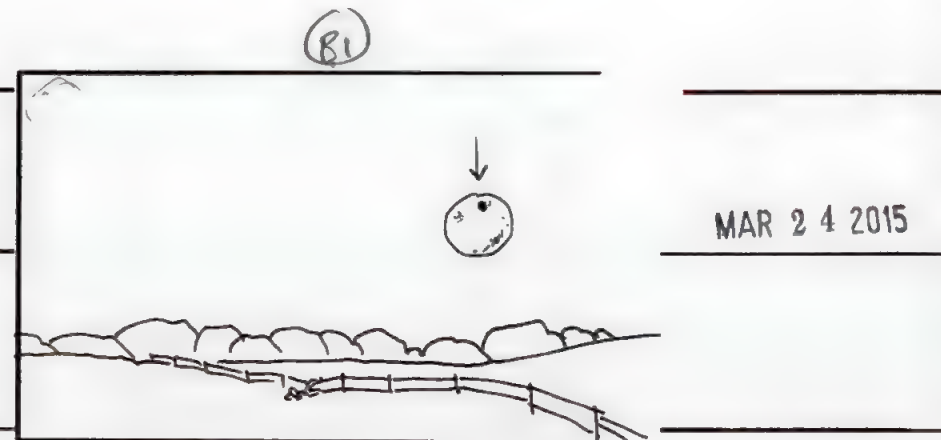
C



Dialog:

Action: - PAN RIGHT TO VILLAGE + WINDMILL.
(REF. 'THE MONSTER' BGS)

Timing:



MAR 24 2015

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EPISODE #

1034/212

Production :

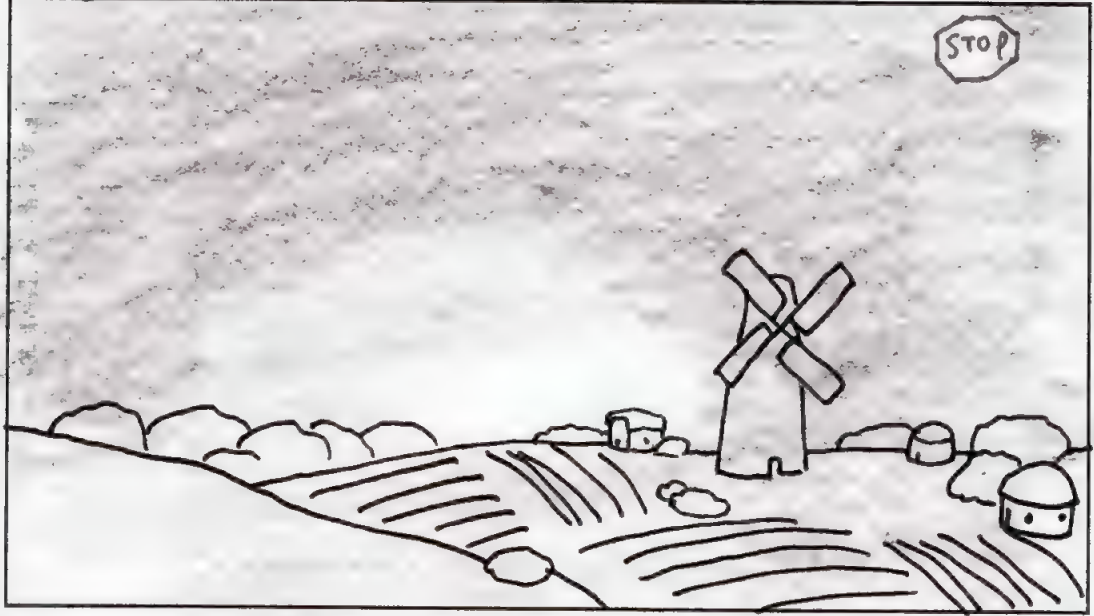
1034/212

ADVENTURE TIME



Sc. 57 CONT Pnl. D Bg.

DAWN
day night



Sc. 57 CONT Pnl. E Bg. Page 102
day night



Dialog:	(sfx) (Birdies sing)
Action:	Pre-dawn (Regular Speed - not sped-up) Sun rises over the town MAR 24 2015
Timing:	

cut

EPISODE #

Production :

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1034/212

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1034/212

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ADVENTURE TIME

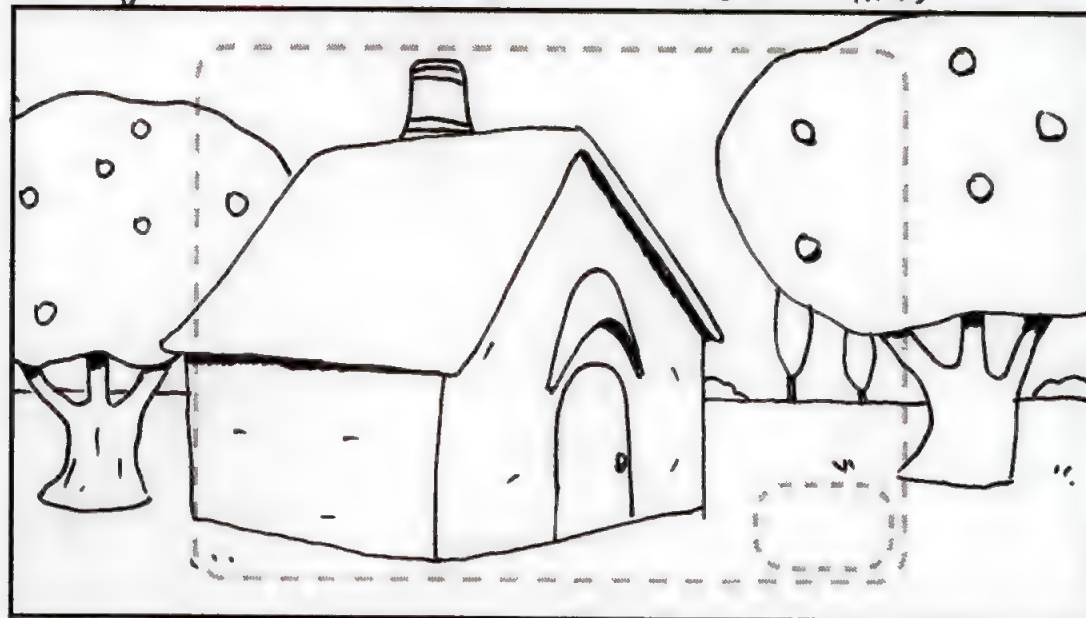


Page **103**

Sc. **58**

Pnl. **A**

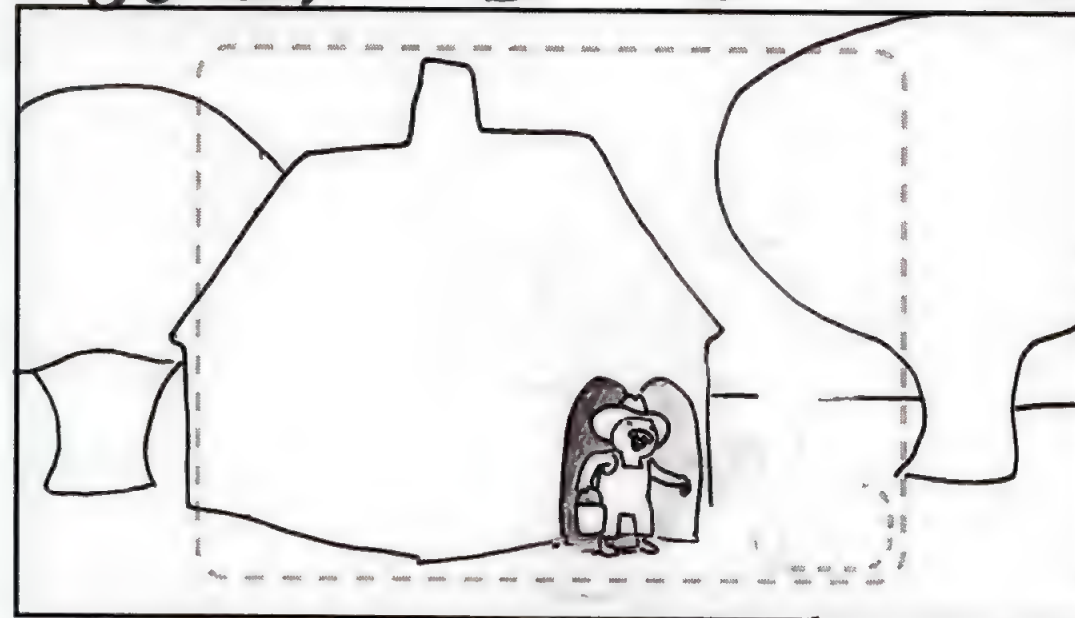
Bg. (Re-use from Monskr) day night



Sc. **58 cont** Pnl. **B**

Bg.

day night



Dialog:

Cloud Dance

It's Breakfast
Time
for my Sweet Babies!

Action:



- CD OPENS DOOR.

Timing:

MAR 24 2015

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Production:

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1034/212

ADVENTURE TIME

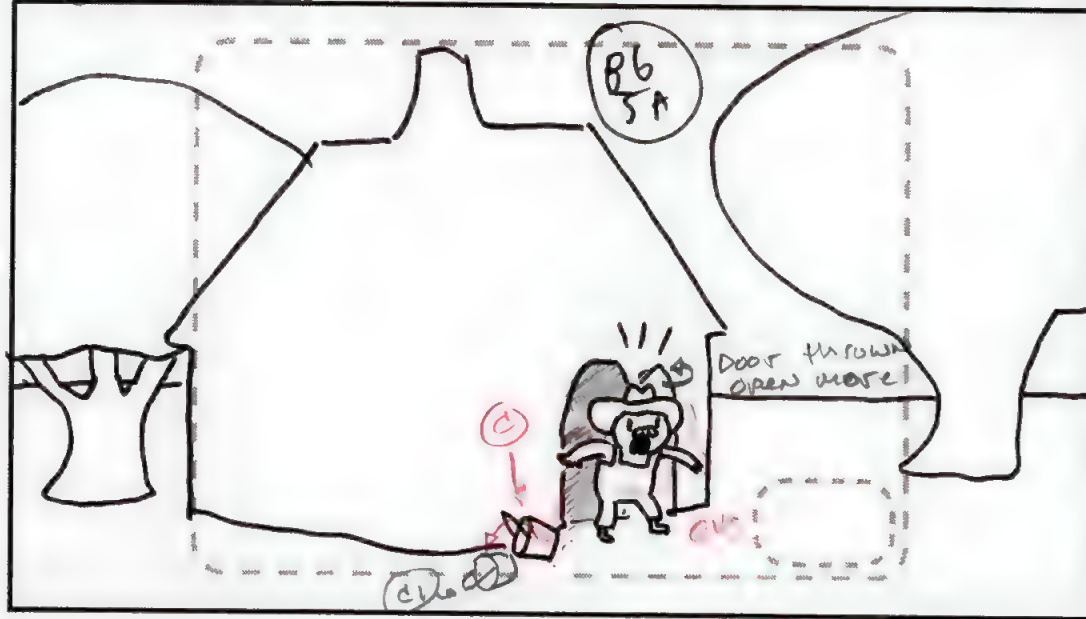


Sc. 58 CONT

Pnl. C

Bg.

day night



Sc. 59

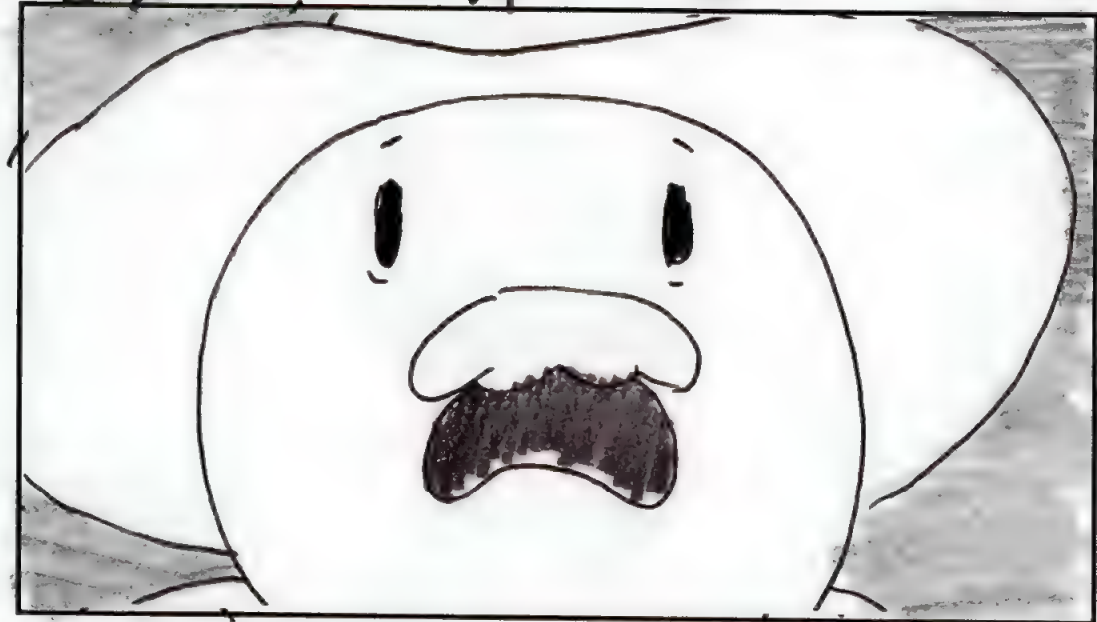
Pnl. A

Bg.

Page

104

day night



Dialog:

(CD) - GASP =

(CD) Sweet Babies!!

Action:

- CD DROPS BUCKET.

Timing:

MAR 24 2015

EPISODE #

1034-212

Production:

1034/212

1034/212

His
Cart

ADVENTURE TIME



Sc. 60

Pnl. A

Bg.

day night

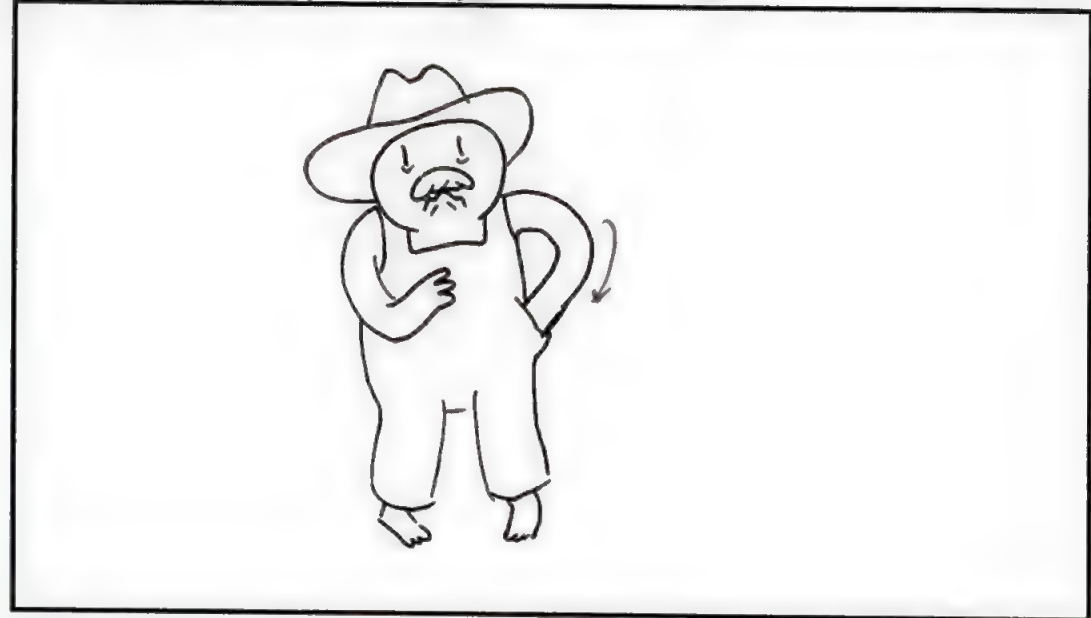


Sc. 60 CONT Pnl. B

Bg.

Page 105

day night



Dialog:

Action:

- CD REACHES INTO POCKET,

MAR 24 2015

Timing:

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Production:

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1034/212

1034/212

ADVENTURE TIME



Sc. 60 CONT

Pnl. C

Bg.

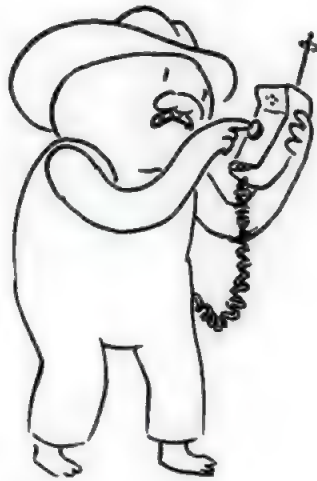
day night

Sc. 60 CONT Pnl. D

Bg.

Page 106

day night



Dialog:

(SFX)
Beeep!

(C0) Operator! put me through to Finn & Jake!

Action:



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Timing:

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ADVENTURE TIME



Let's
winning
D Part

Sc. **600 CONT** Pnl. **E**

Bg.

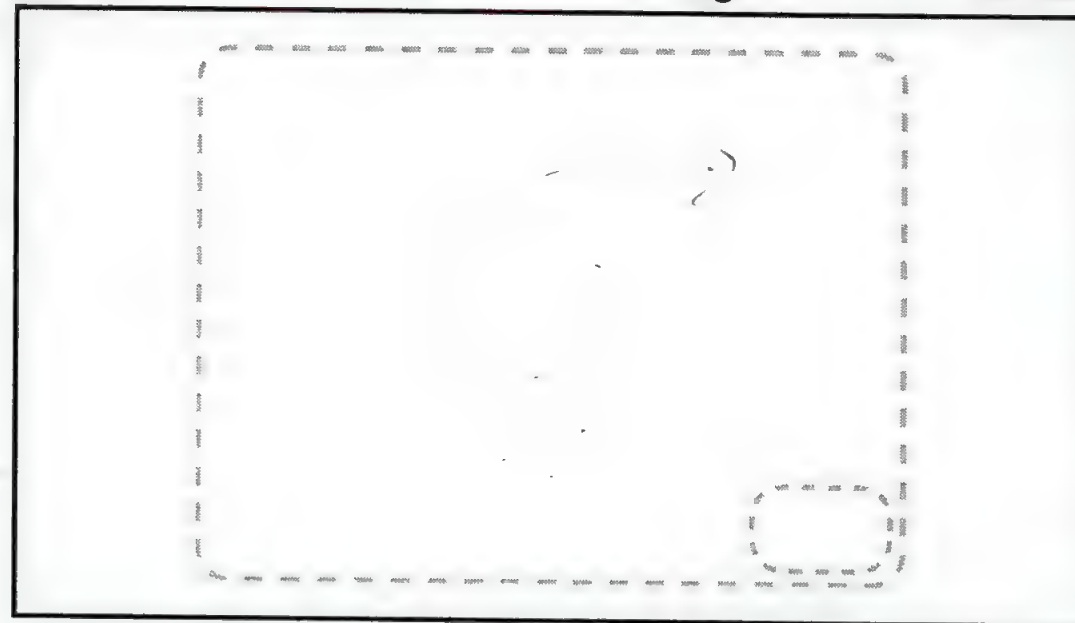
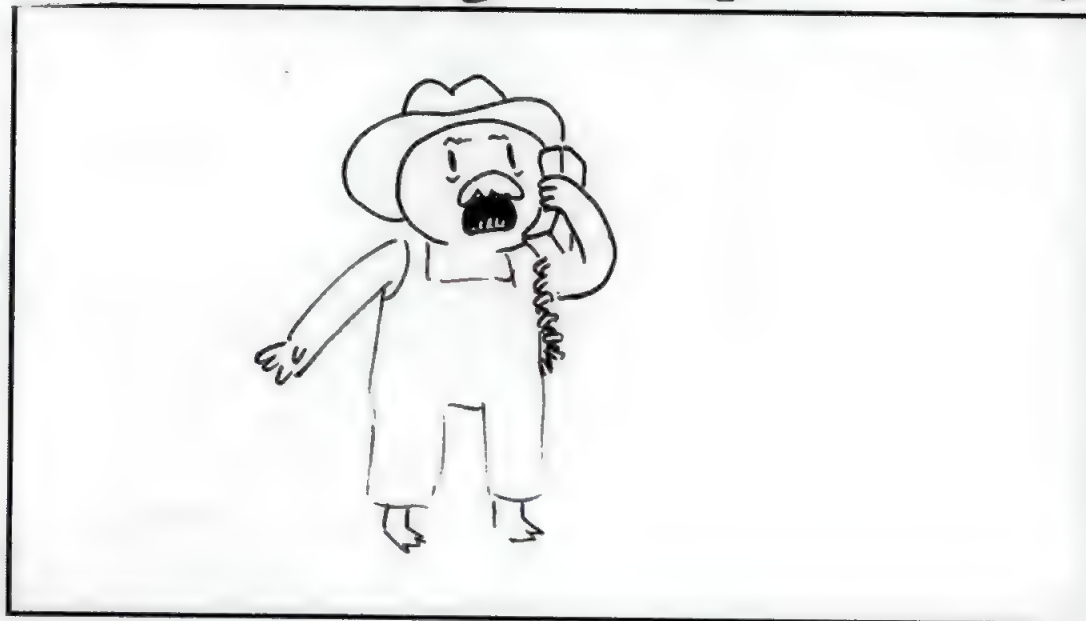
day night

Sc.

Pnl.

Bg.

Page **107**
day night **107A NEXT**



Dialog:

(C) It's an emergency!!

Action:

Timing:

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cut w/11/12
10/12

ADVENTURE TIME



11/12
cut

Sc. 60A

Pnl. A

Bg.

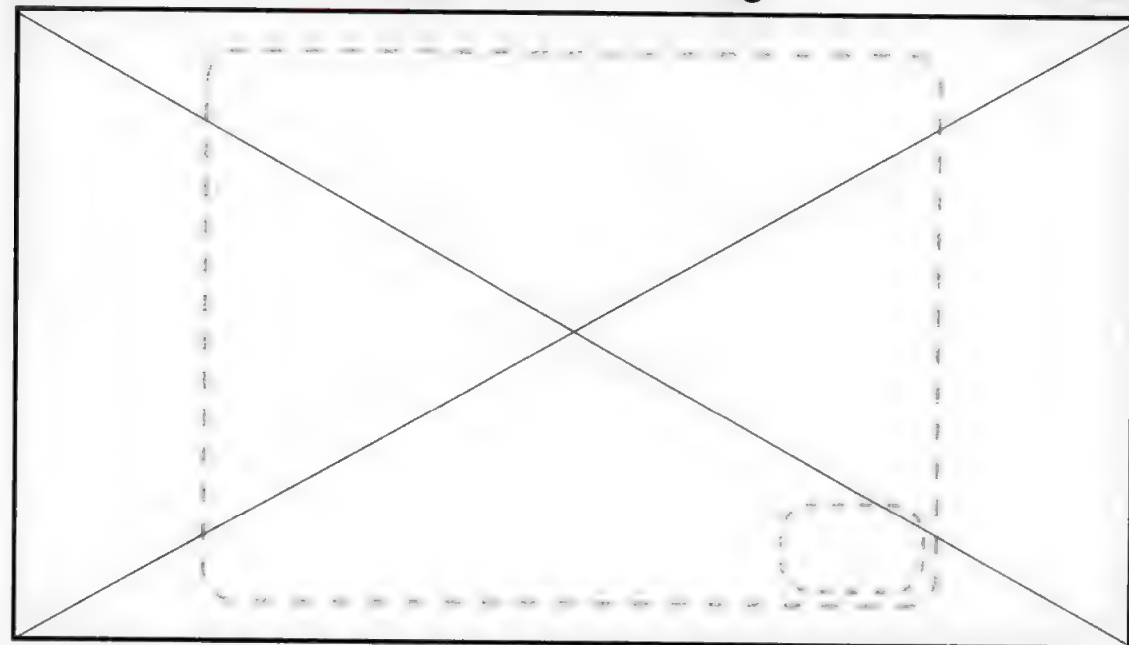
day night



Sc.

Pnl.

Bg.



Page 107A

100 NEXT
day night

Dialog:

Action:

Timing:

MAR 24 2015

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1034/212

Production:

1034/212

ADVENTURE TIME



How
Cute

Page 108
100% NEXT
day night

Sc. 61

Pnl. A

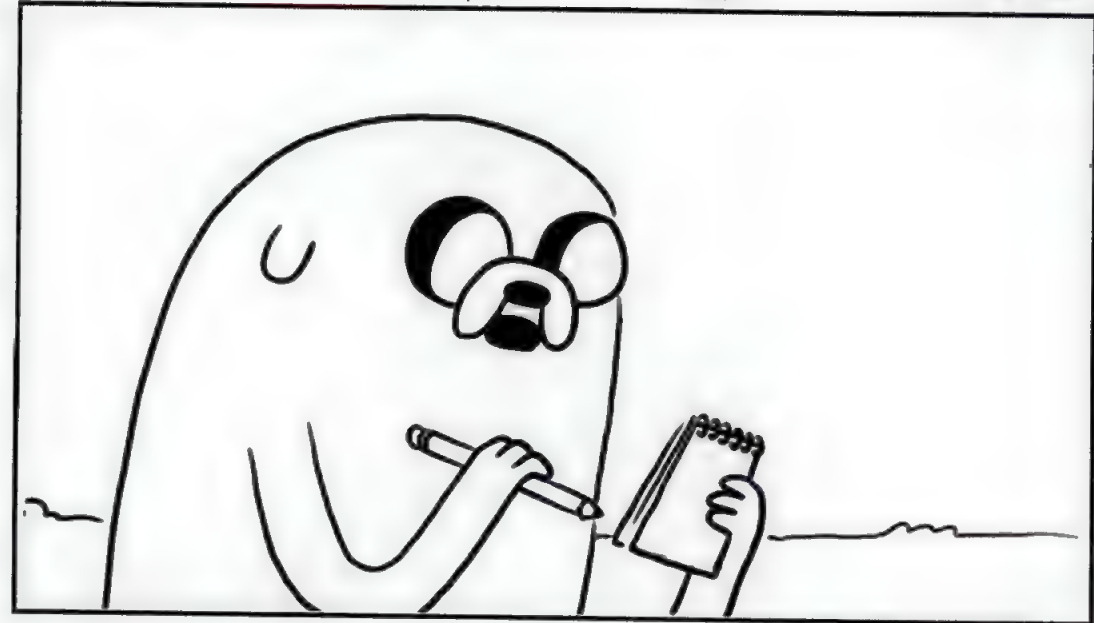
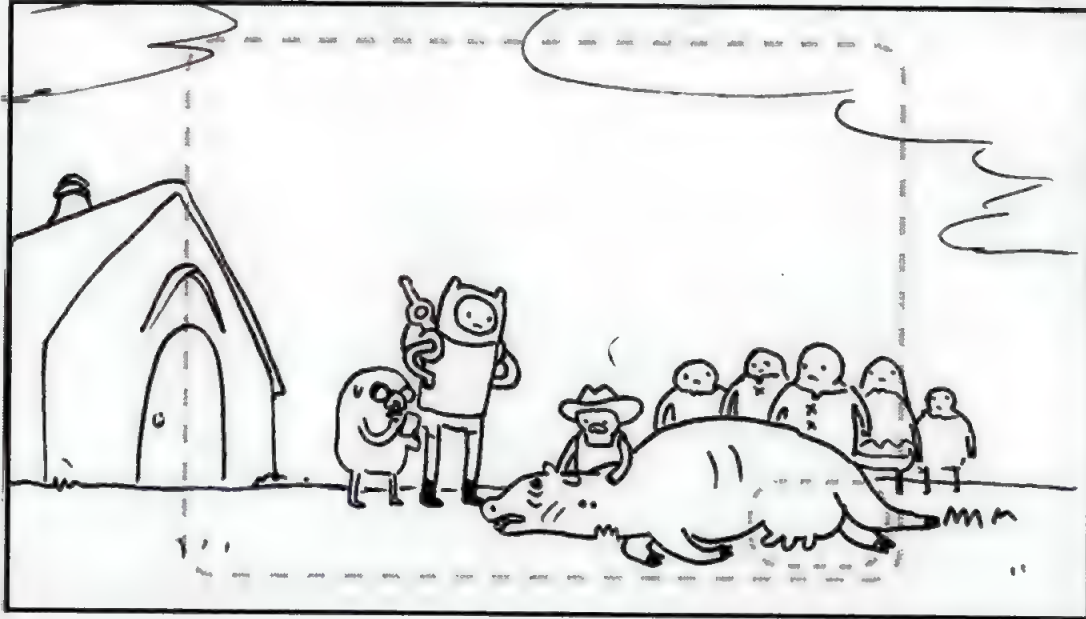
Bg.

day night

Sc. 61A

Pnl. A

Bg.



Dialog:

① the victim's lost
a lot of blood.
Clean entry wounds..

write across

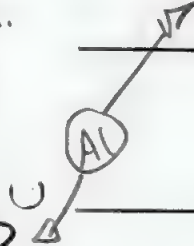


② ..it's an expert job..

Action:

- F+J STAND IN FIELD
LOOKING AT COW.

Timing:



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Production:

1034/212

ADVENTURE TIME

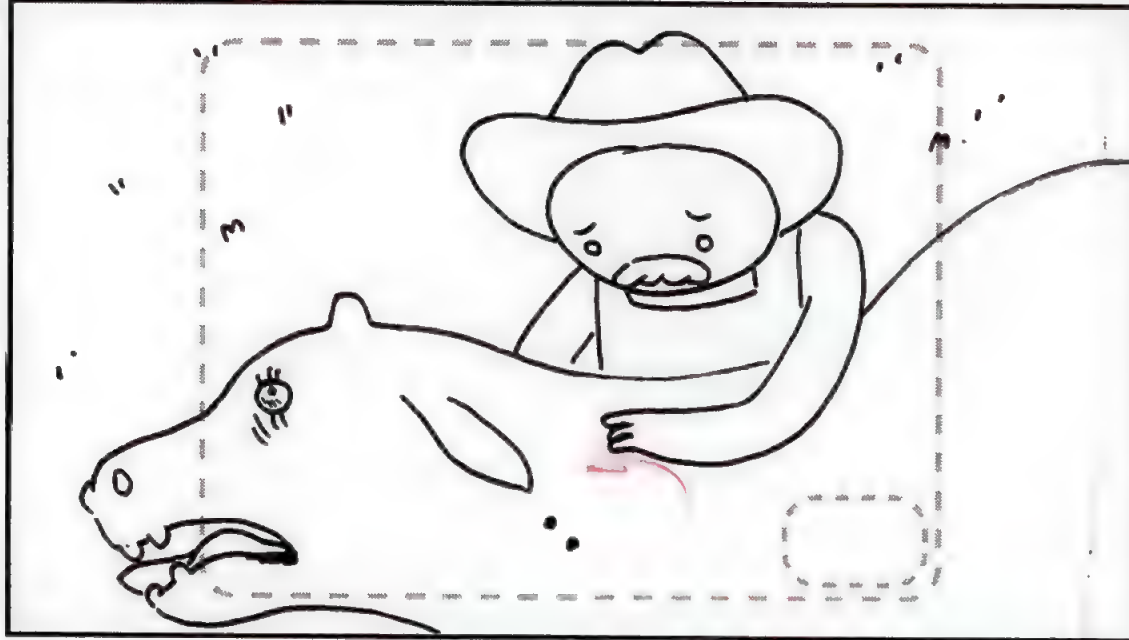


Sc. 62

Pnl. A

Bg.

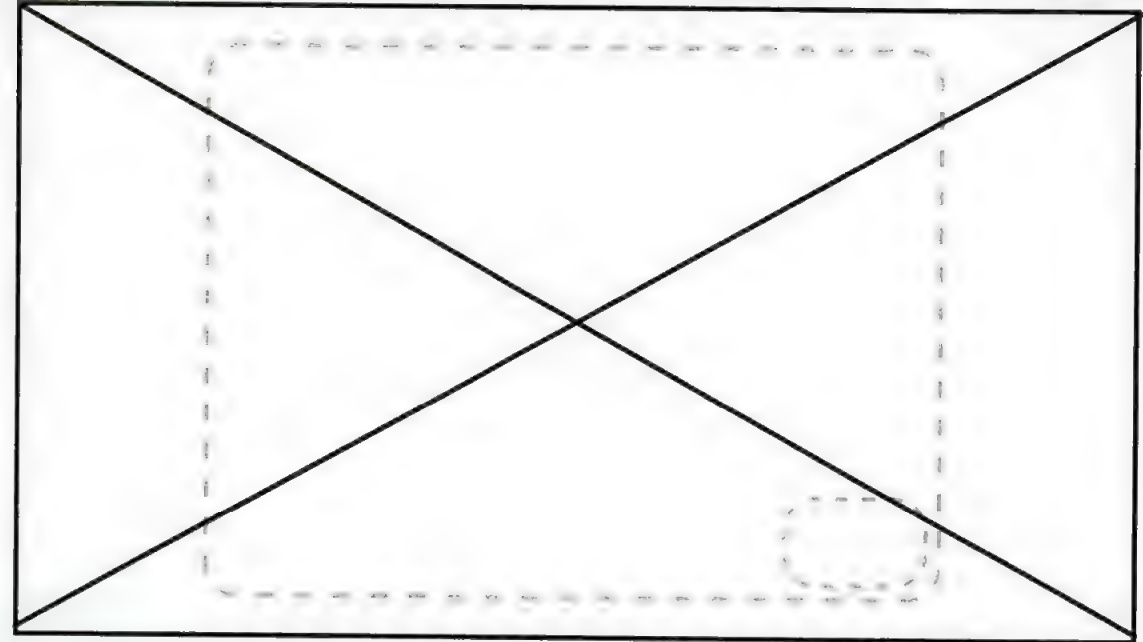
day night



Sc.

Pnl.

Bg.



Page 108A
109 NEXT
day night

Dialog:

CK/ Poor miss baby.

Action:



(AI)

CD Pets
Cow

Timing:

MAR 24 2015

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1034/212

Production:

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ADVENTURE TIME



Sc. 62 CONT

Pnl. B

Bg.

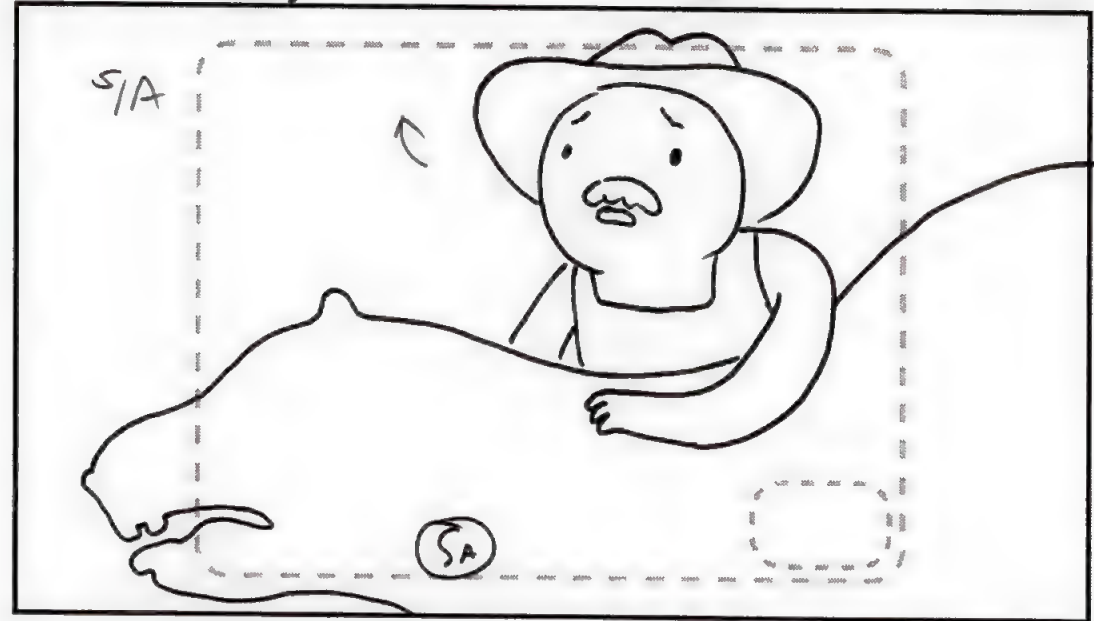
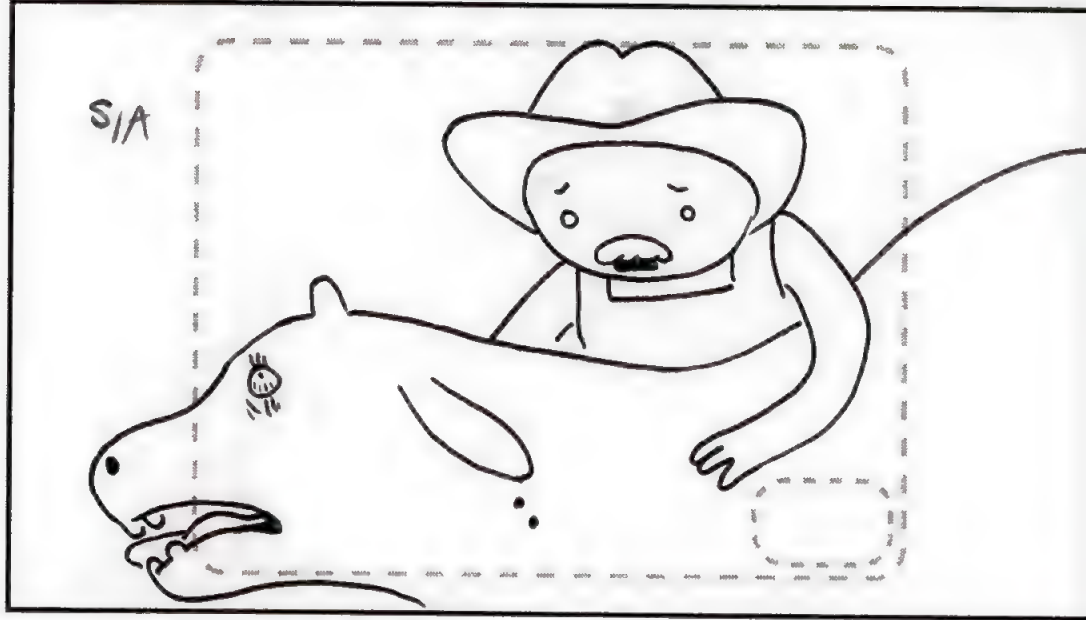
day night

Sc. 62 CONT Pnl. C

Bg.

Page 109
day night

Act



Dialog:

(CO) she used to be my best Cream-cow.

Action:

MAR 24 2015

Timing:

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Production:

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1034/212

1034/212



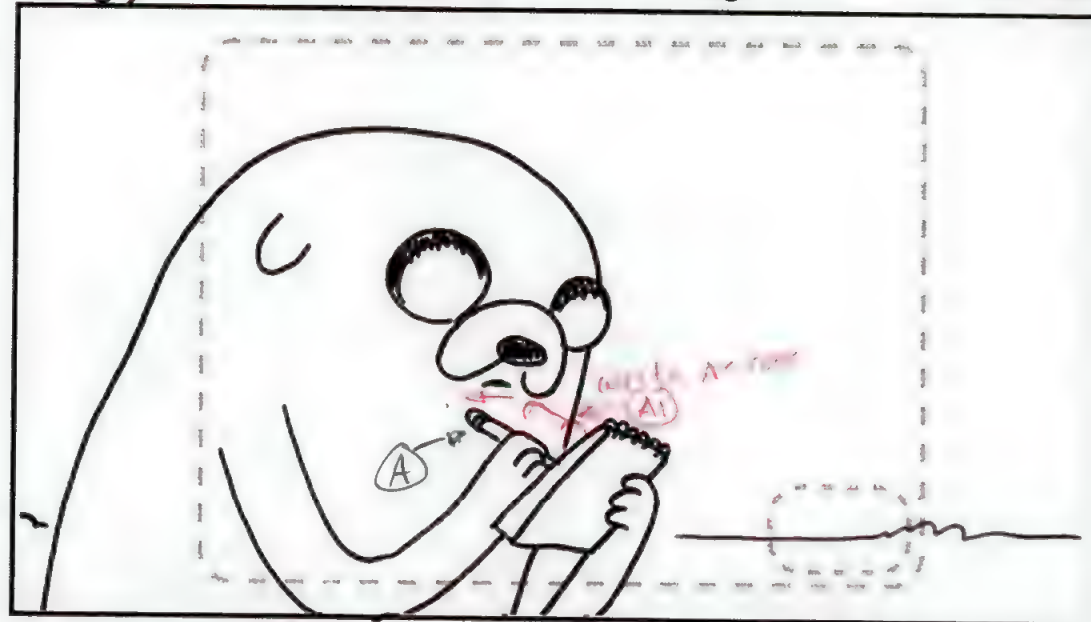
ADVENTURE TIME

Sc. 63

Pnl. A

Bg.

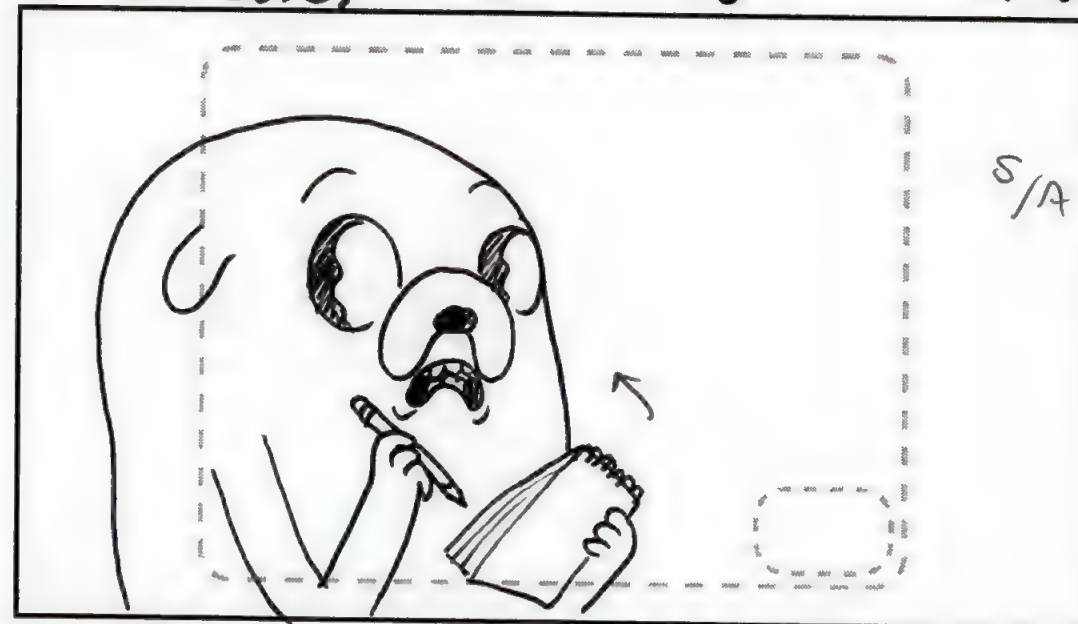
day night



Sc. 63 CONT Pnl. B

Bg.

day night



Dialog:

(CD)

But now her milk --

(CD)

IS NON-FAT!

Action:

Timing:

MAR 24 2015

Production:

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His
Cut

ADVENTURE TIME



Sc. 64

Pnl. A

Bg.

day night

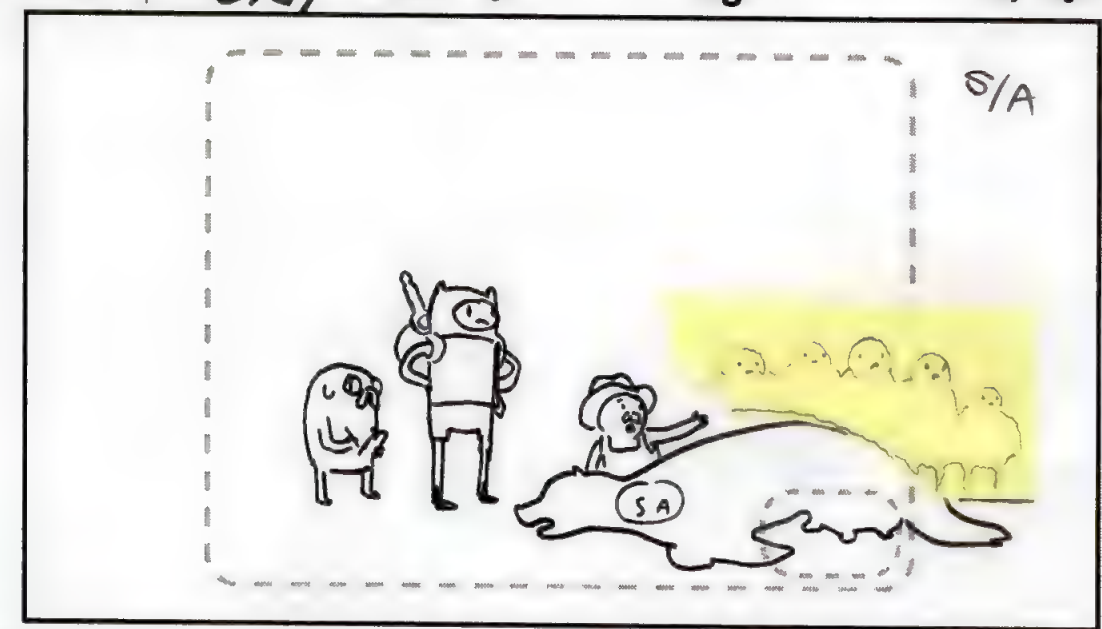


Sc. 64 CONT

Pnl. B

Bg.

Page 111
NO PO 112
day night



Dialog:

(CD) And Nanette,

(CD) My Beautiful Calf--

Action:

Timing:

MAR 24 2015

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1034/212

Production:

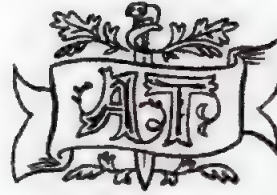
1034/212

1034/212

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cut

ADVENTURE TIME

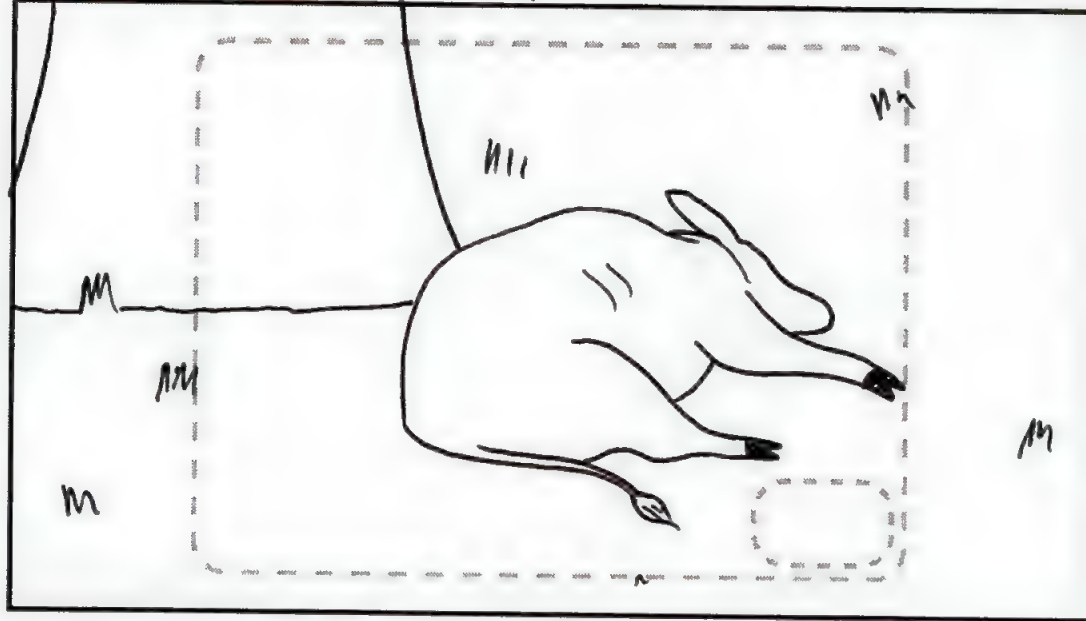


Sc. 65

Pnl. A

Bg.

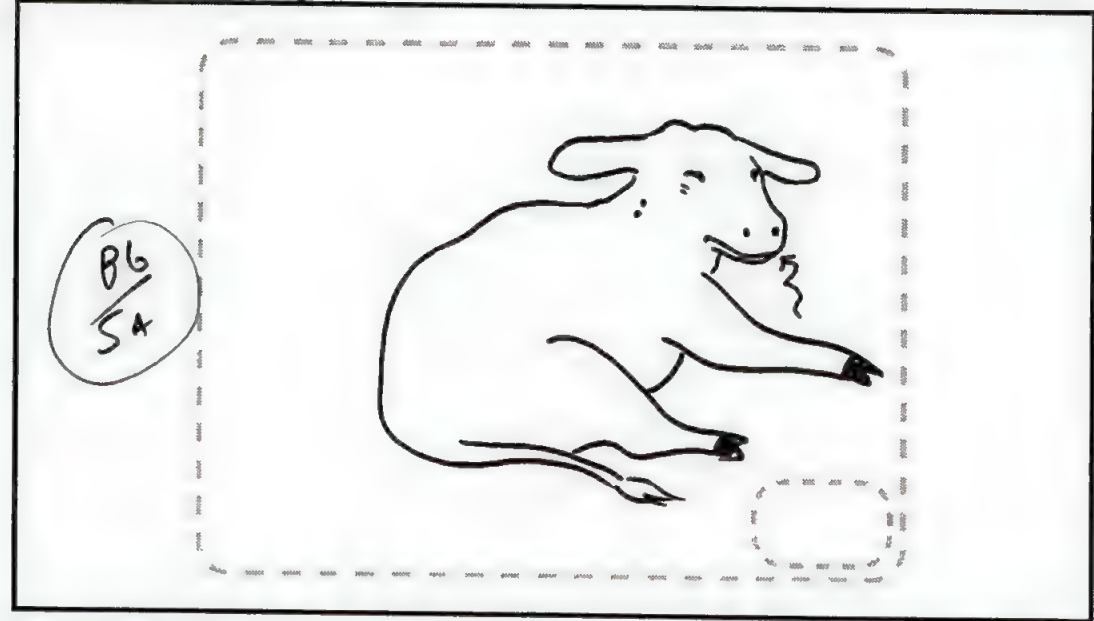
day night



Sc. 65 CONT Pnl. B

Bg.

day night



Dialog:

(VO)
CD is De Caf !

Action:

- CALF LOOKS UP.

Timing:

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ADVENTURE TIME

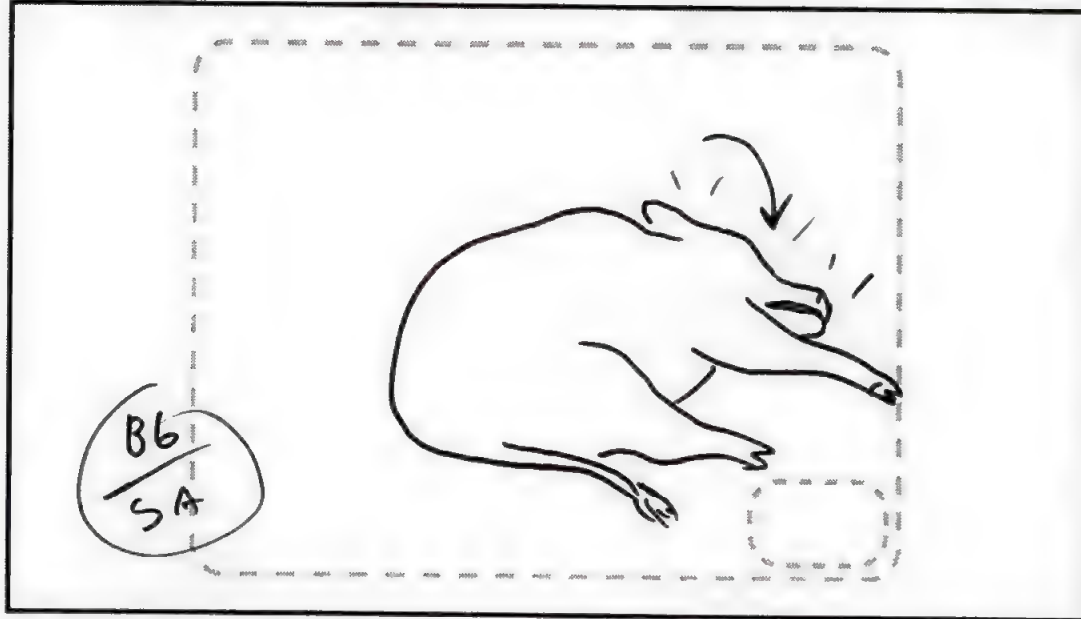


Page 114

Sc. 65 CONT Pnl. C

Bg.

day night

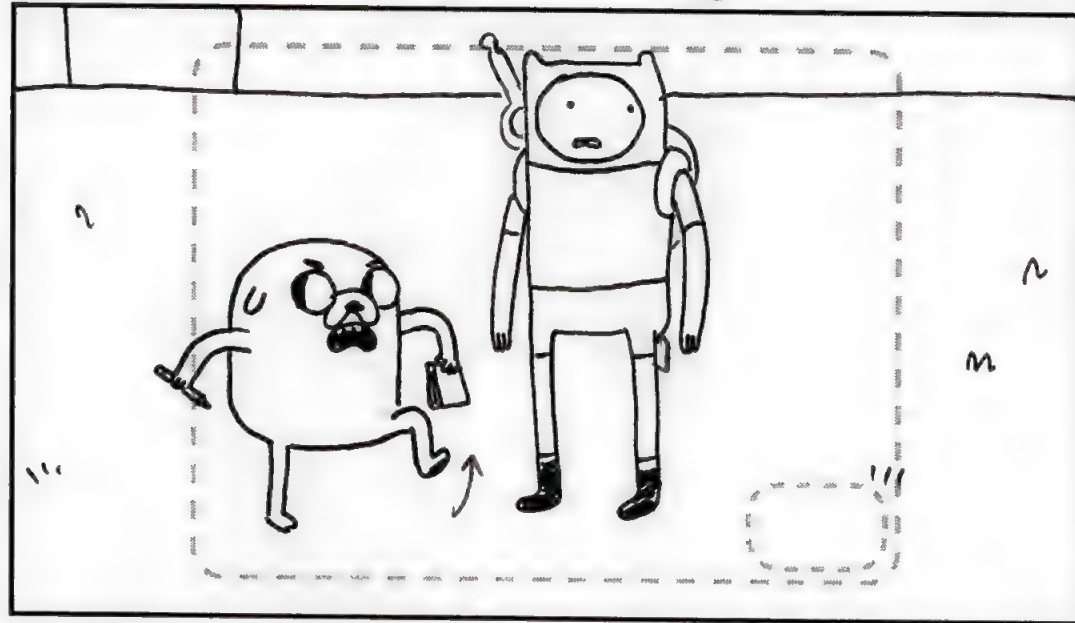


Sc. 66

Pnl. A

Bg.

day night



Dialog:

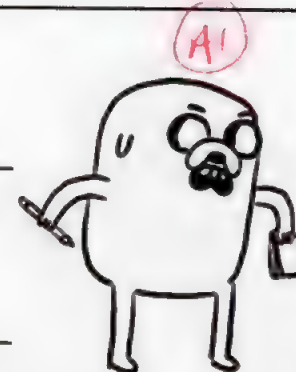
(sfx) (thud)

Action:

- CALF PASSES OUT

Timing:

(J) that's --



MAR 24 2015

Production:

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ADVENTURE TIME

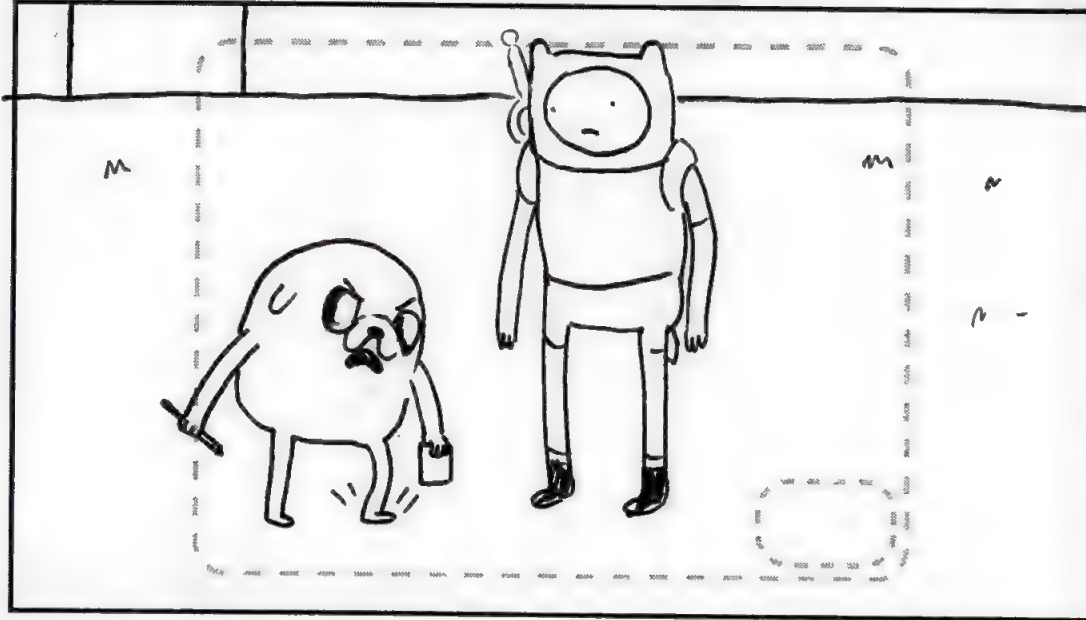


Page 115

Sc. 66 CONT Pnl. B

Bg.

day night

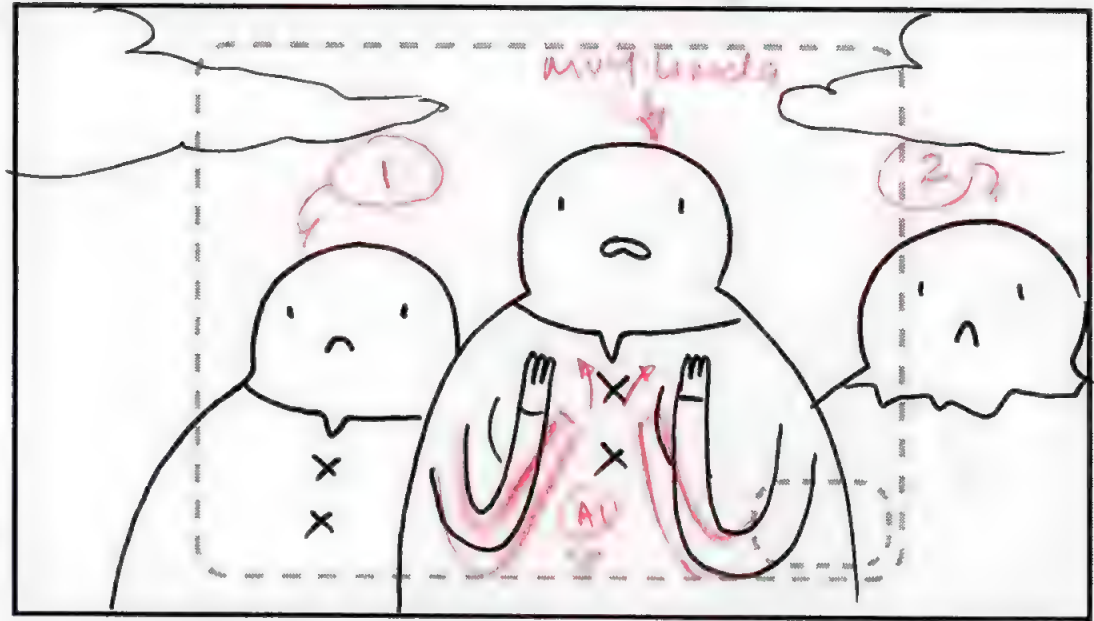


Sc. 67

Pnl. A

Bg.

day night



Dialog:

① terrible!

MUY LINDA

And there's more!

Action:

- J. STAMPS

Timing:

MAR 24 2015

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Production:

1034/212

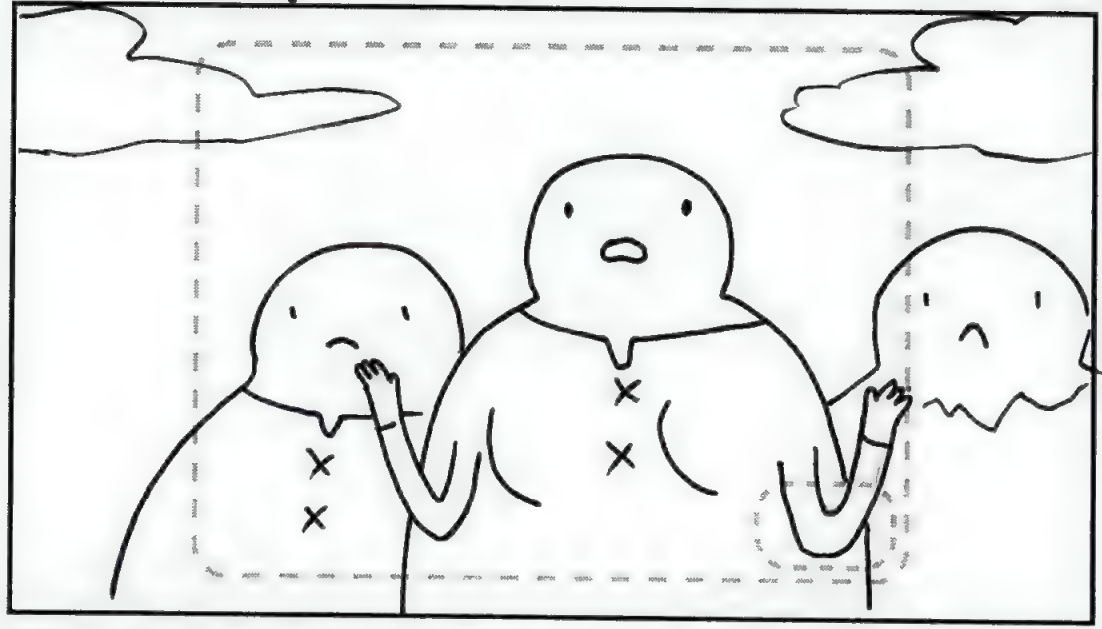
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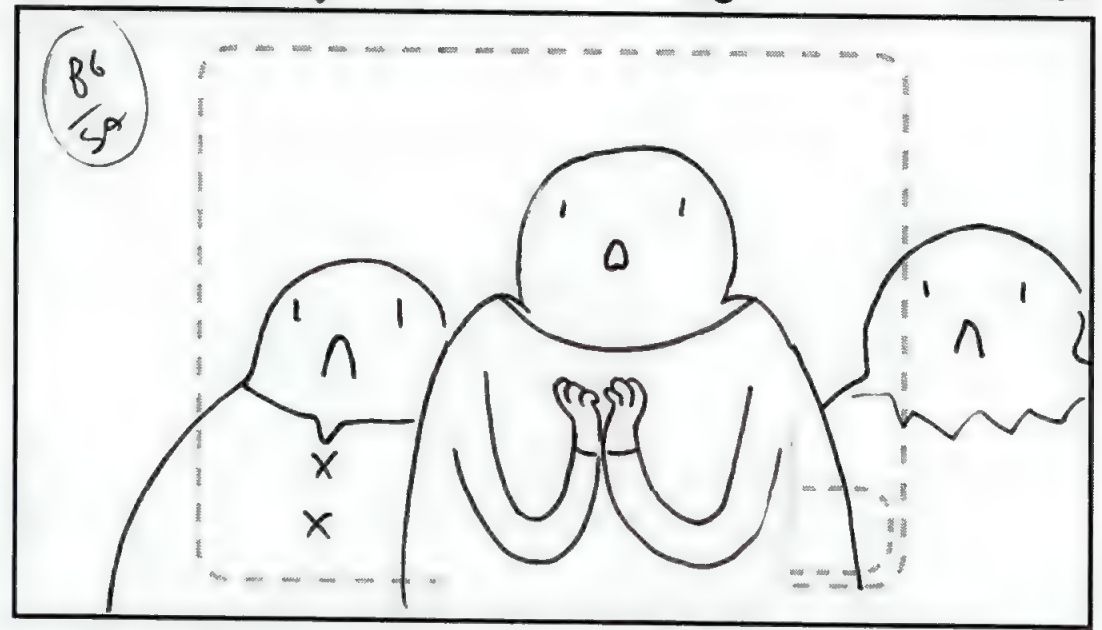
ADVENTURE TIME



Sc. *67 CONT* Pnl. *B* Bg. day night



Sc. *67 CONT* Pnl. *C* Bg. day night

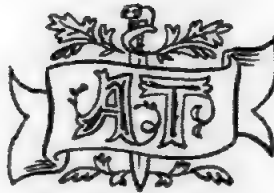


Dialog: <i>(ML)</i> Every farm in our village was attacked		MAR 2 4 2015
ML/ Not a goat, or a cow, or a duck left unsucked!		
Action:		
Timing:		

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Production: 1034/212

ADVENTURE TIME

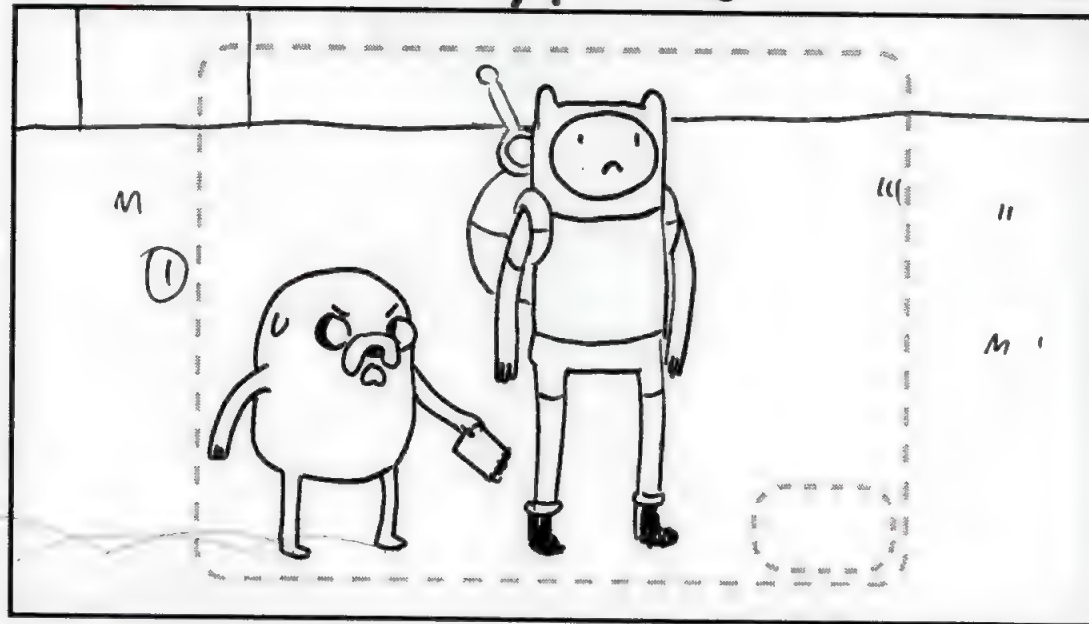


Sc. **68**

Pnl. **A**

Bg.

day night

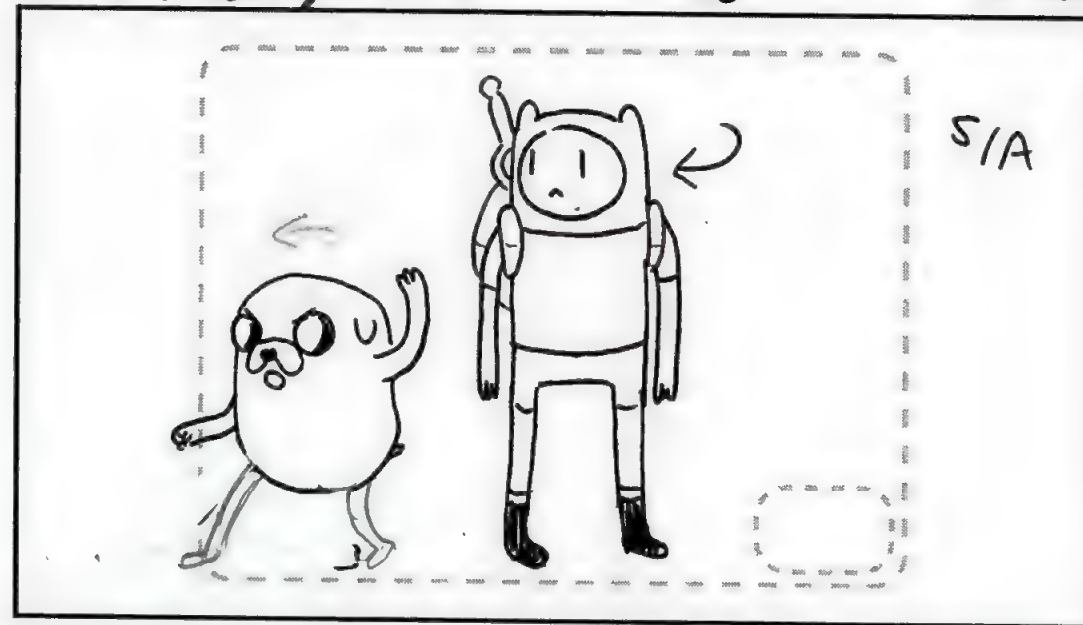


Sc. **68 CONT** Pnl. **B**

Bg.

Page **117**

day night



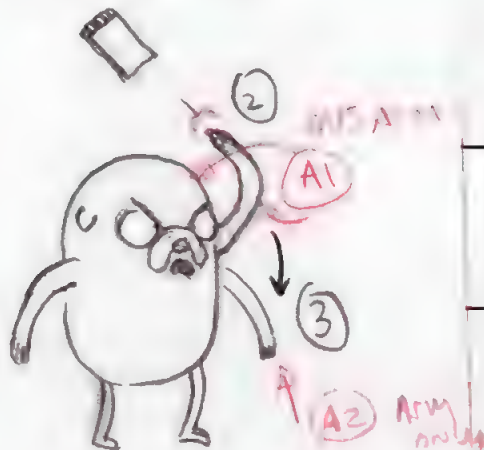
Dialog:

① well i've heard enough! ②, ③

Action:

-J tosses
hok book.

Timing:



① c'mon finn, let's go arrest Marceline



MAR 24 2015

Production:

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ADVENTURE TIME



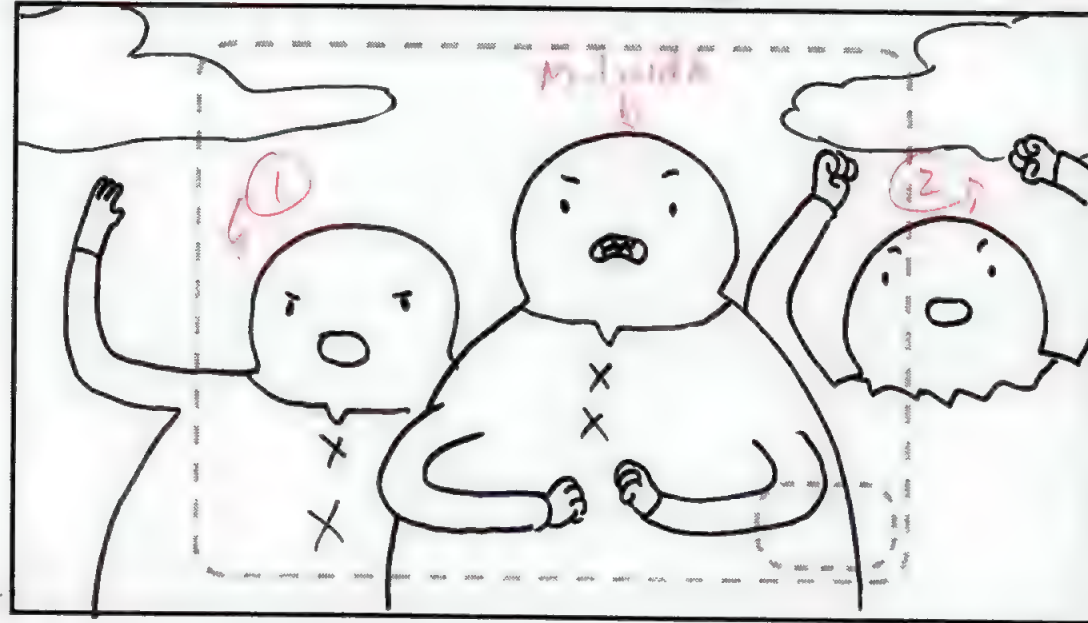
Page **118**

Sc. **69**

Pnl. **A**

Bg.

day night

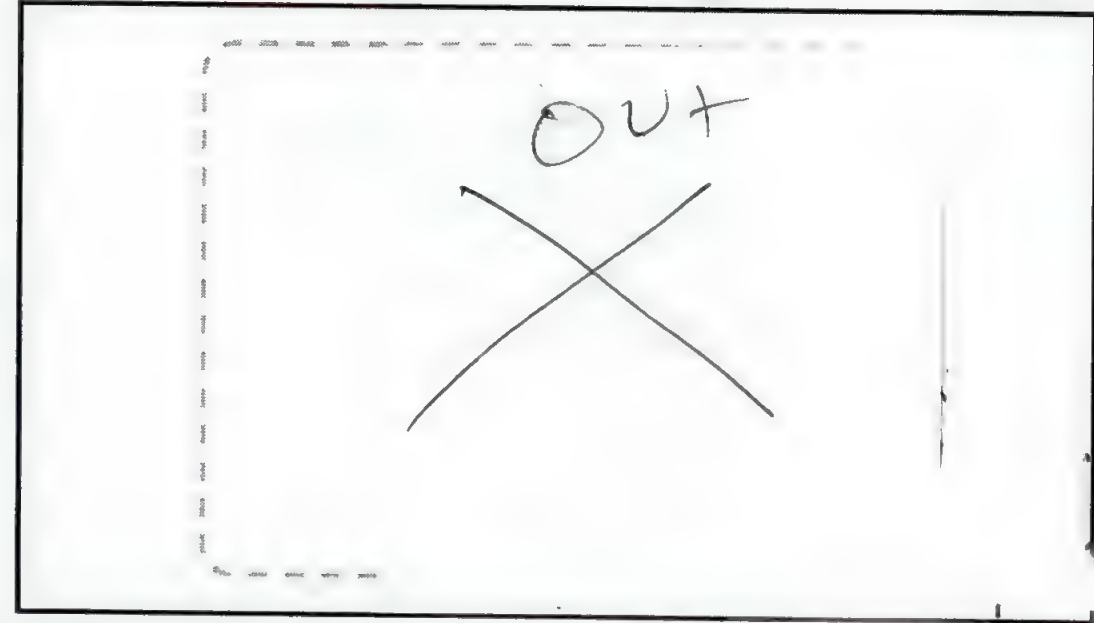


Sc.

Pnl.

Bg.

day night

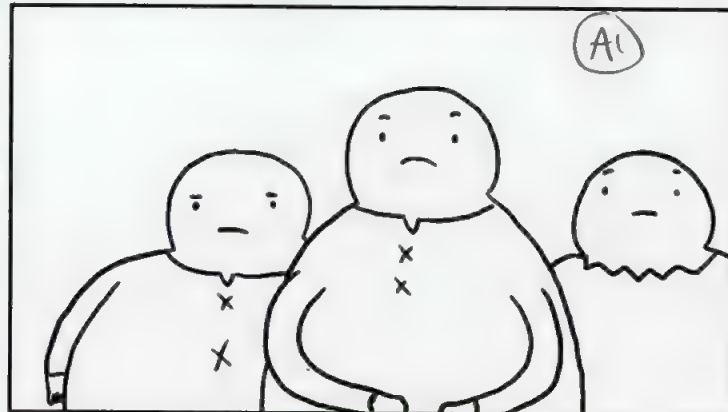


Dialog:

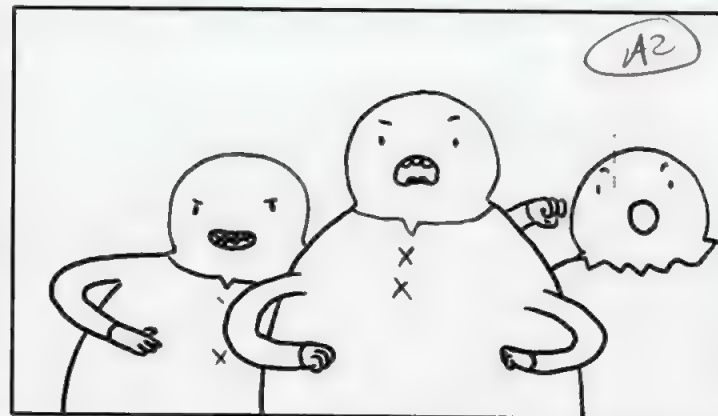
Walla (ML) Yeah Get her!
Get that dirty vamp!

→ Cont

Action:



Timing:



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HW
Cut

ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 70 CONT Pnl. B Bg. day night



Dialog:

(F) Wait a minute!

(A2)

(F) We don't even know if Marceline did this.

(B1)

MAR 24 2015

HW
Cut

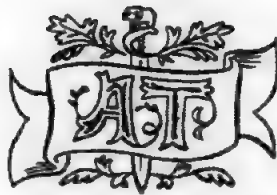
EPISODE # 1034-212
1034/212

Production:

1034/212

HW
Cust

ADVENTURE TIME



Page 120

Sc. 71

Pnl. A

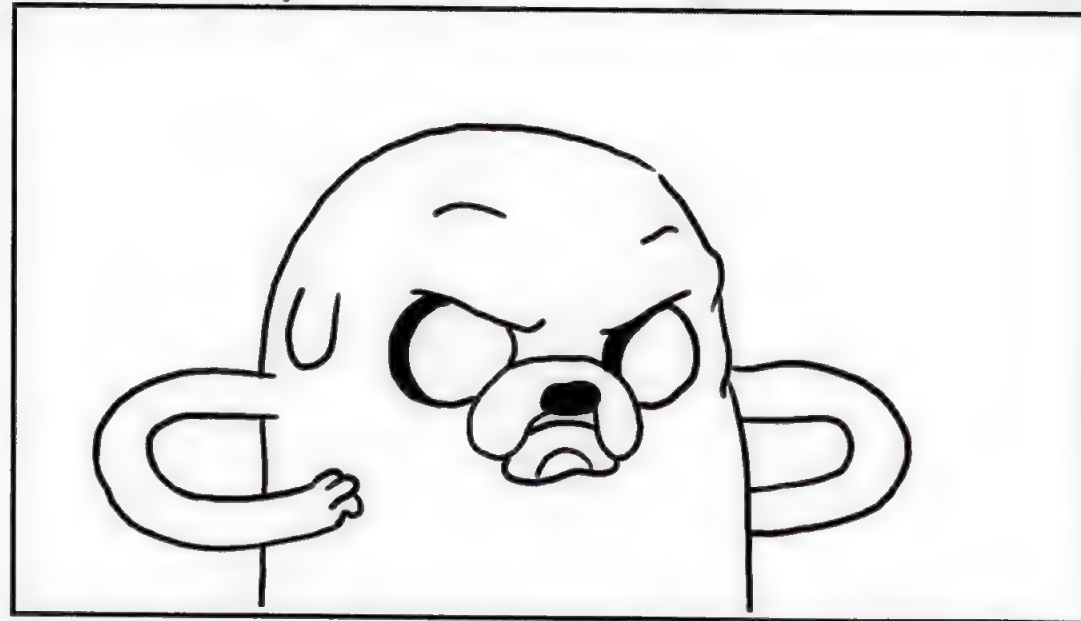
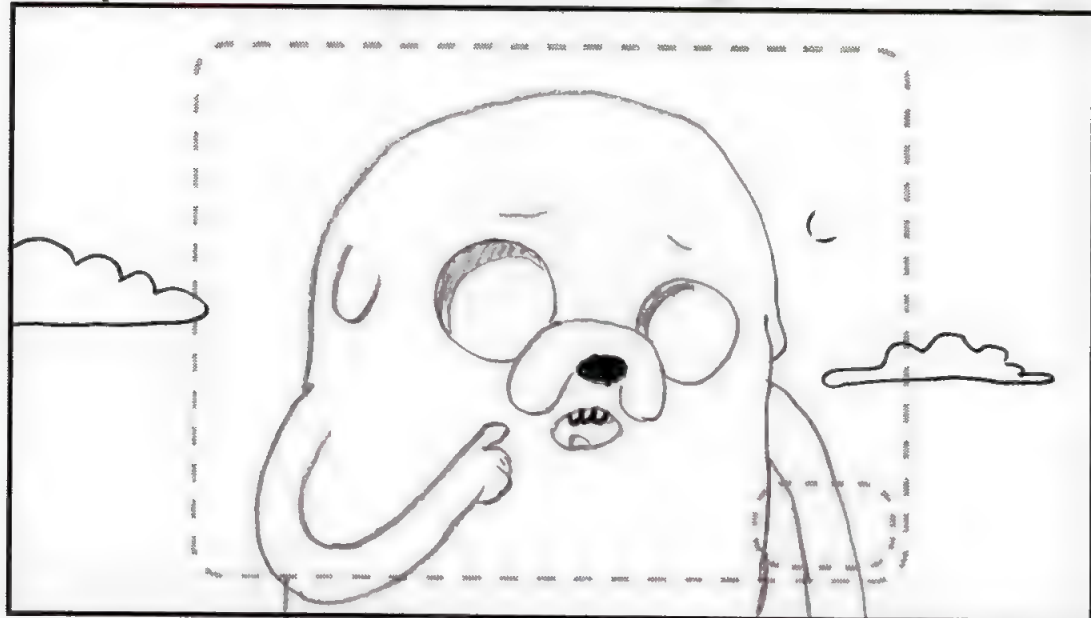
Bg.

day night

Sc. 71 CONT Pnl. B

Bg.

day night



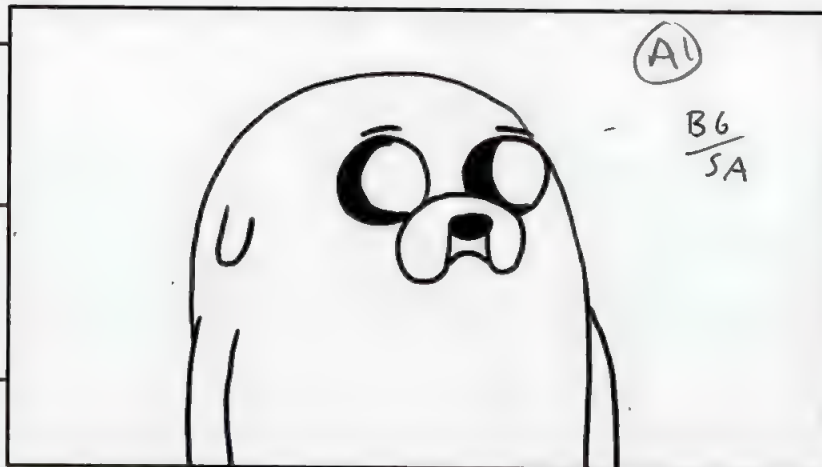
Dialog:

① that's right, I forgot about
Ooo's extensive Vampire Community

① ennnnhh !
↑
like "wong" buzzer sound)

Action:

Timing:



MAR 24 2015

EPISODE #

Production:

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1034/212

ADVENTURE TIME



Hu
Cut

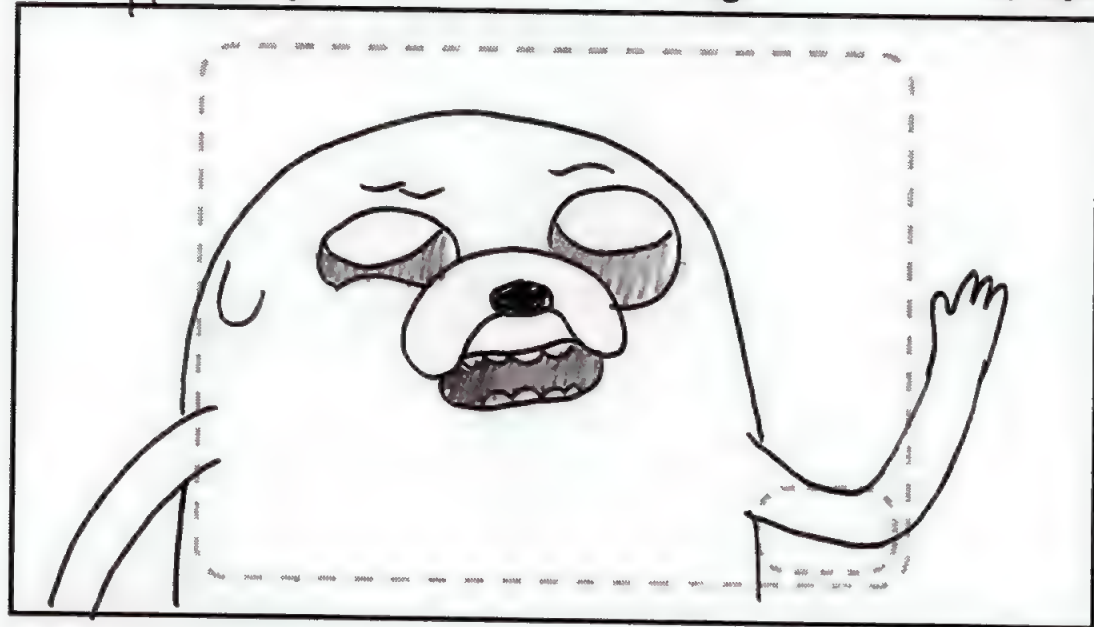
Page **121**
day night

Hu
Cut

Sc. **71 CONT** Pnl. **C**

Bg.

day night

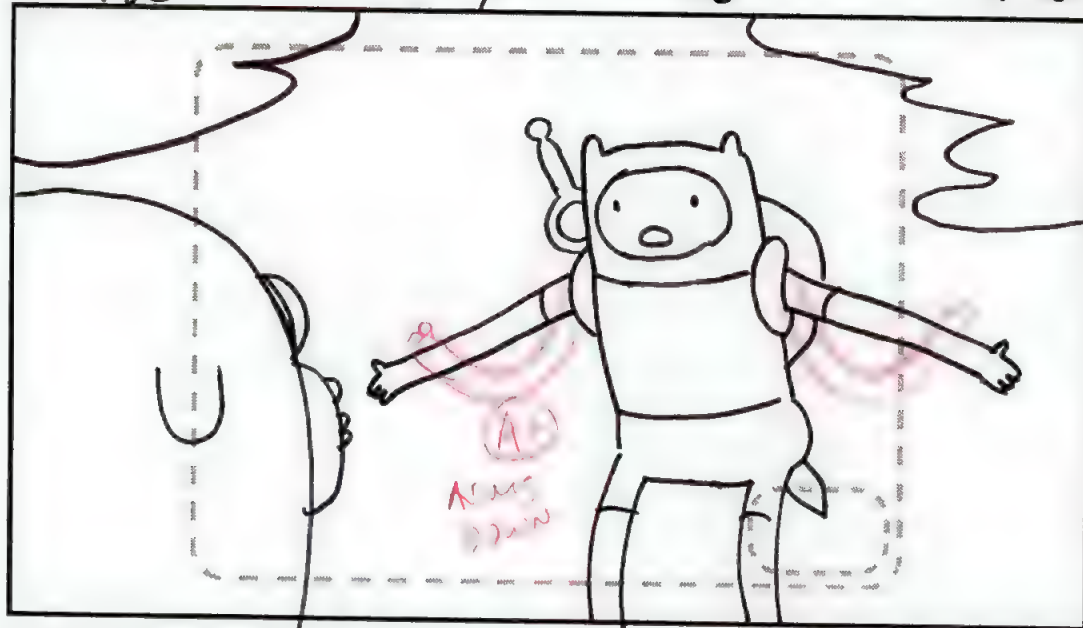


Sc. **72**

Pnl. **A**

Bg.

day night



Dialog:

① C'mon!

② But we need to conduct a proper investigation!

Action:



Timing:

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ADVENTURE TIME

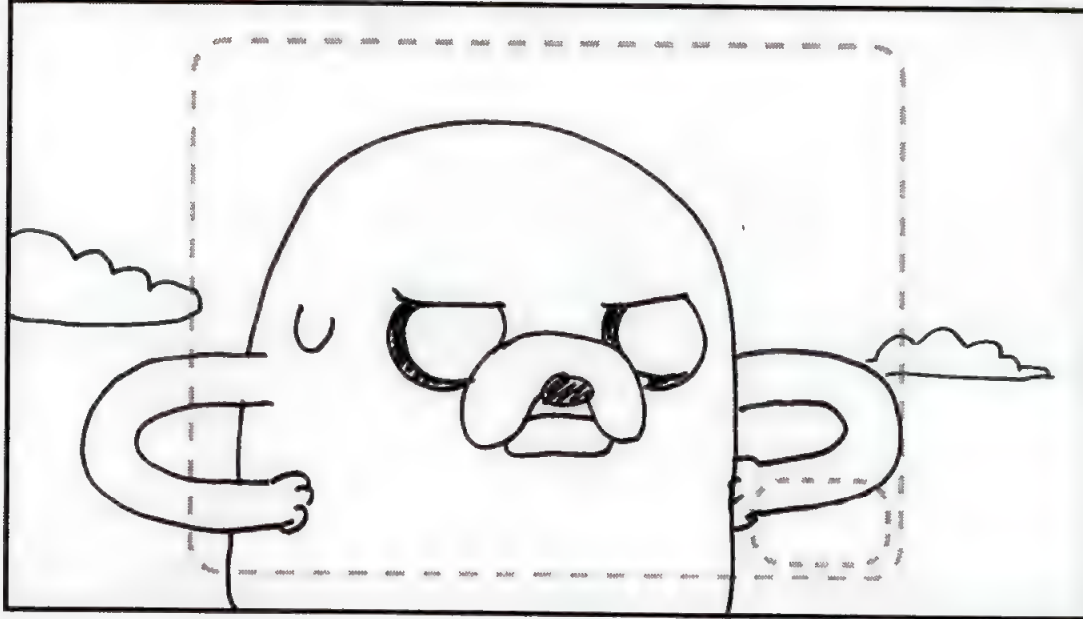


Sc. 73

Pnl. A

Bg.

day night

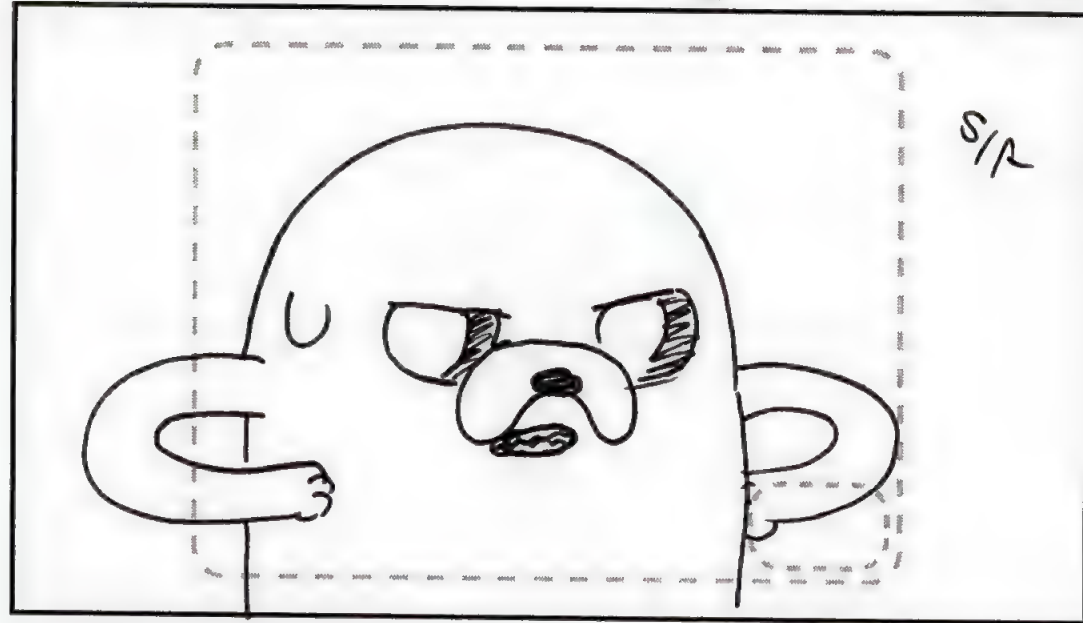


Sc. 73 CONT Pnl. B

Bg.

Page 122

day night



Dialog:

① I know that!

Action:

Timing:



① (under his breath) aint no rookie

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Hu
Costs

ADVENTURE TIME



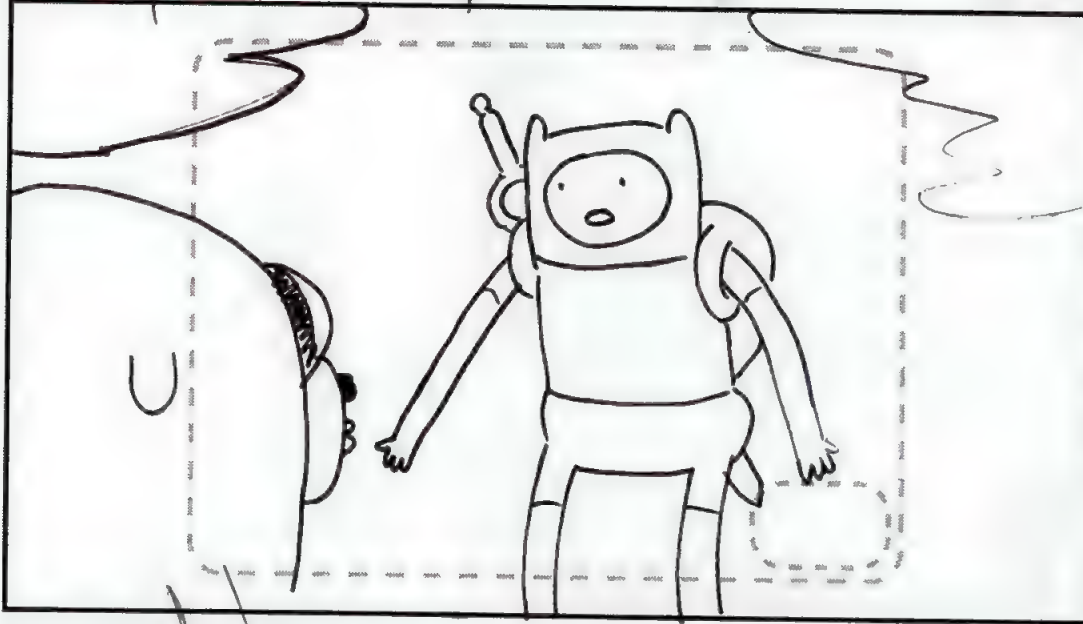
Page 123

Sc. 74

Pnl. A

Bg.

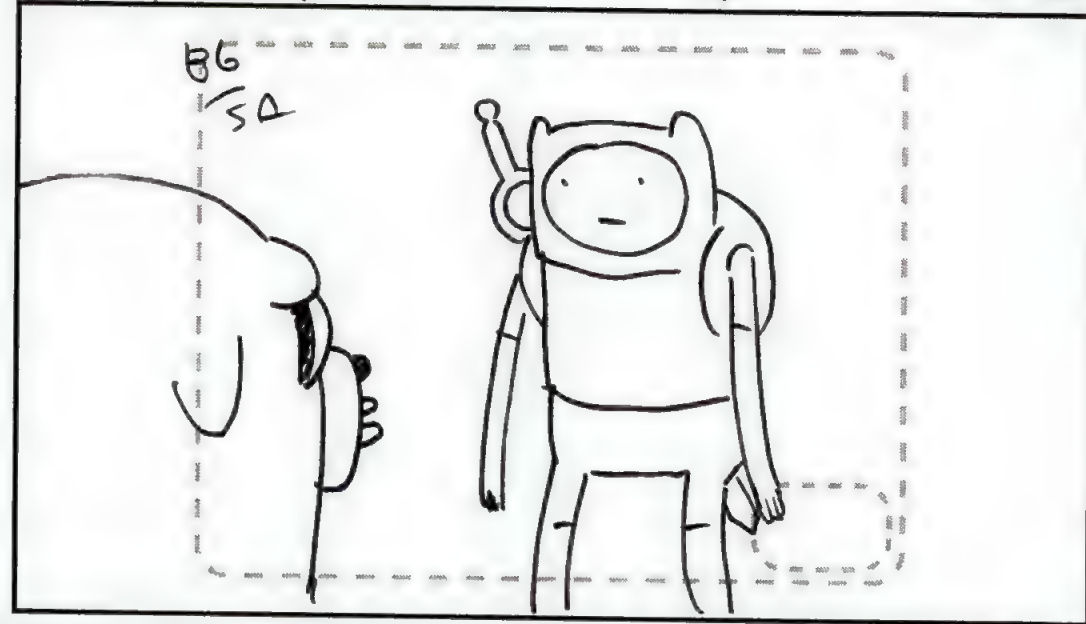
day night



Sc. 74 CONT Pnl. B

Bg.

day night



Cost

Dialog:

(F) c'mon. I'll let you be bad cop (J) I'm already Bad Cop!

Action:

Timing:

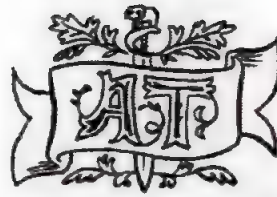
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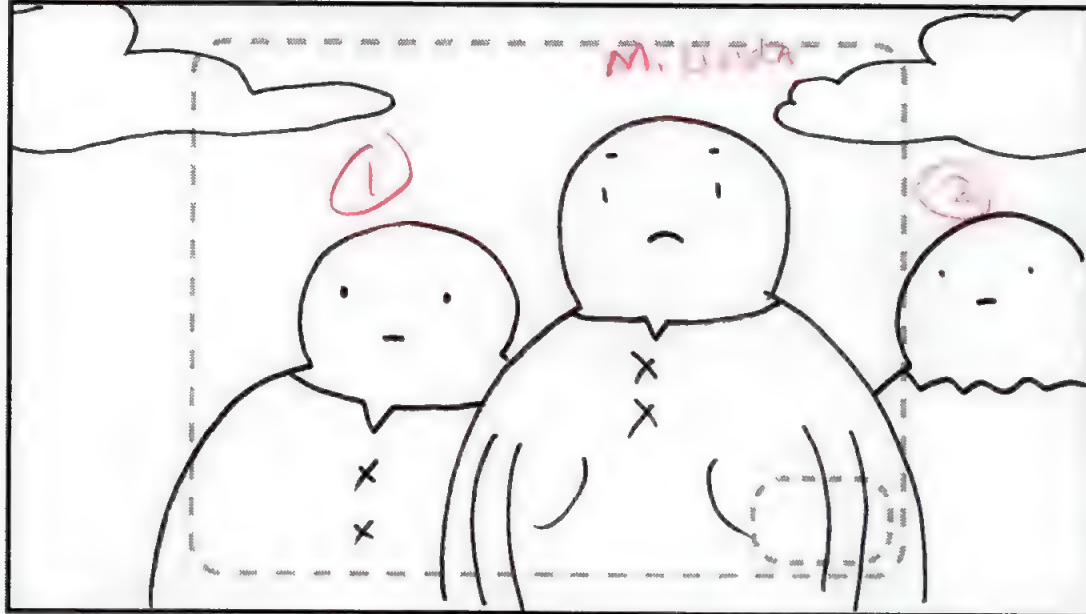
ADVENTURE TIME

Sc. 75

Pnl. A

Bg.

day night

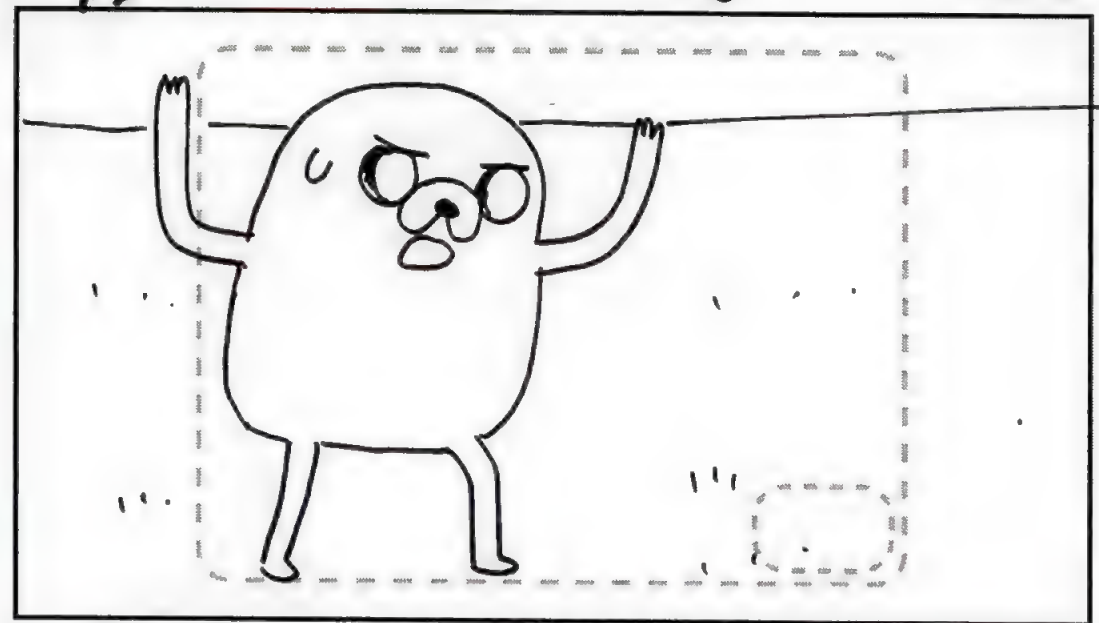


Sc. 76

Pnl. A

Bg.

day night

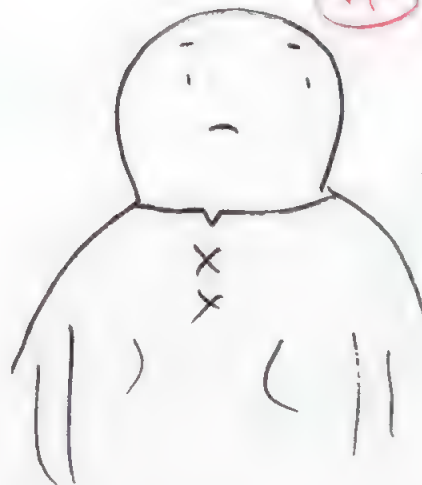


Page 124

Dialog:

Action:

Timing:



① O. K., Listen up Hayseeds-

(A)



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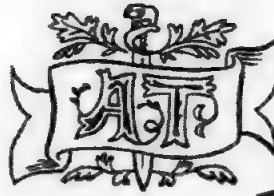
Production:

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ADVENTURE TIME



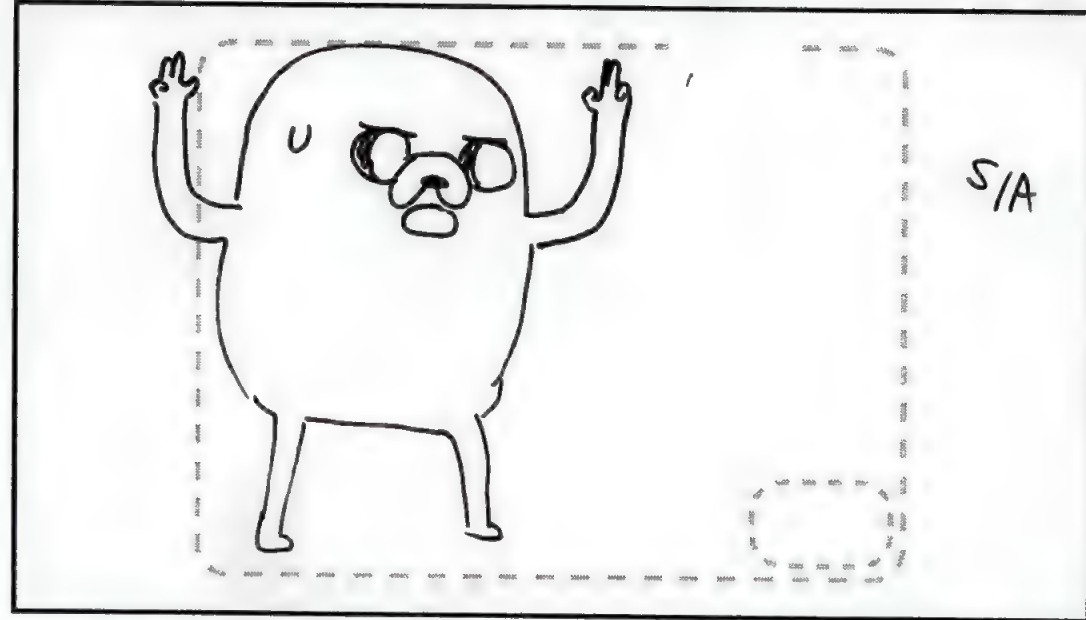
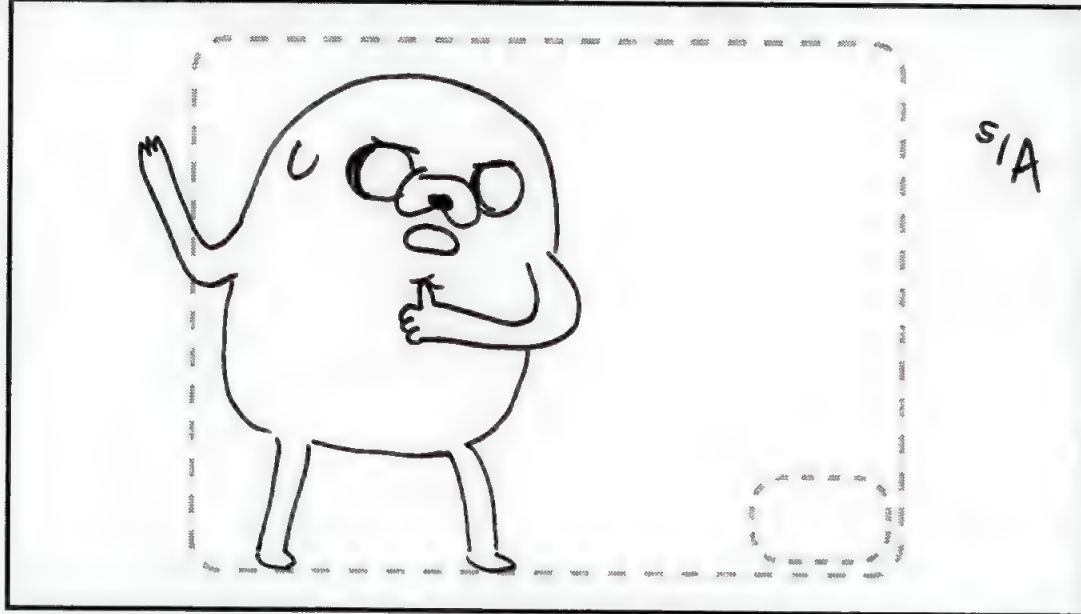
Page 125
day night

Sc. 76 CONT Pnl. b Bg.

day night

Sc. 76 CONT Pnl. c Bg.

day night



Dialog:

① me and my partner will "interrogate*" --

(c)

MAR 24 2015

Action:

Timing:



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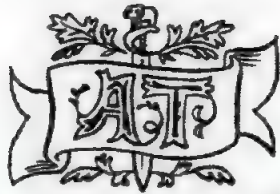
Production:

1034/212

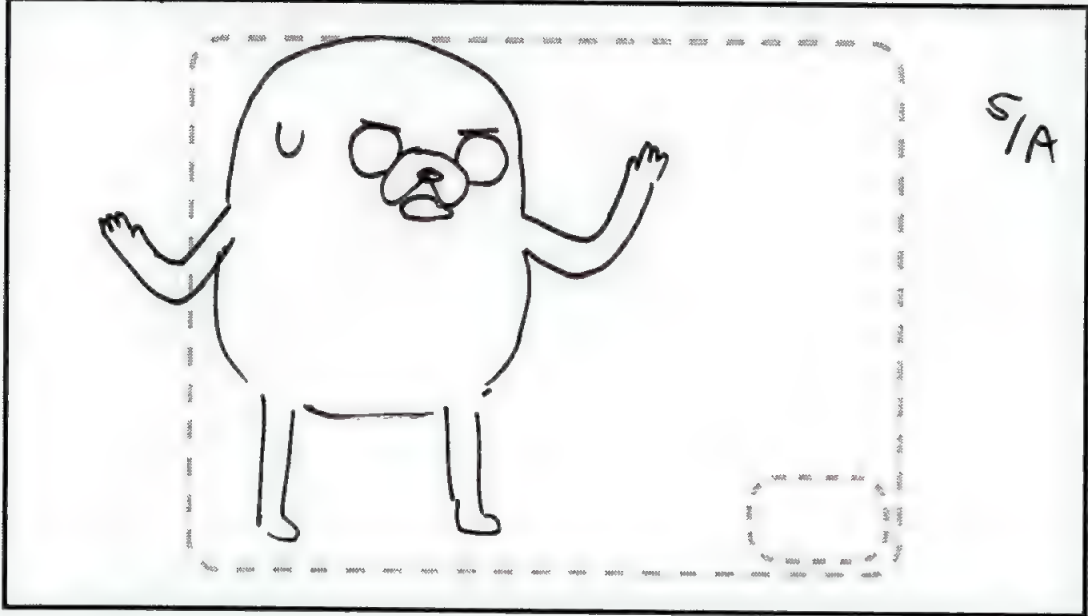
1034/212

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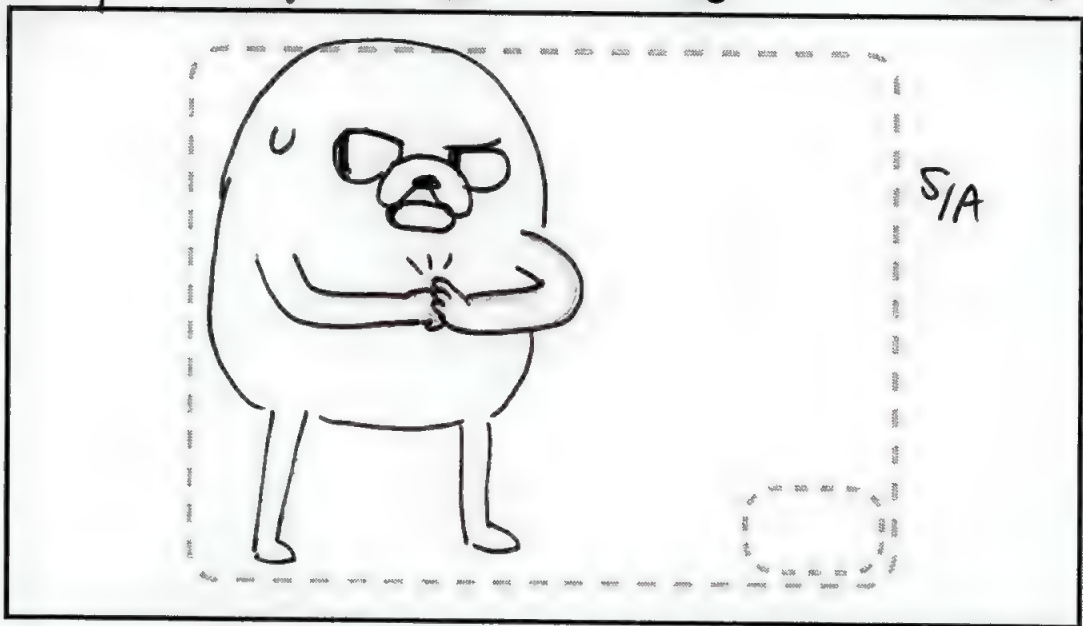
ADVENTURE TIME



Sc. 7b CONT Pnl. D Bg. day night



Sc. 7b CONT Pnl. E Bg. day night



Dialog:	① the suspect	① police-style
Action:	sfx: * WHAM *	
Timing:	MAR 2 4 2015	

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ADVENTURE TIME



Cut

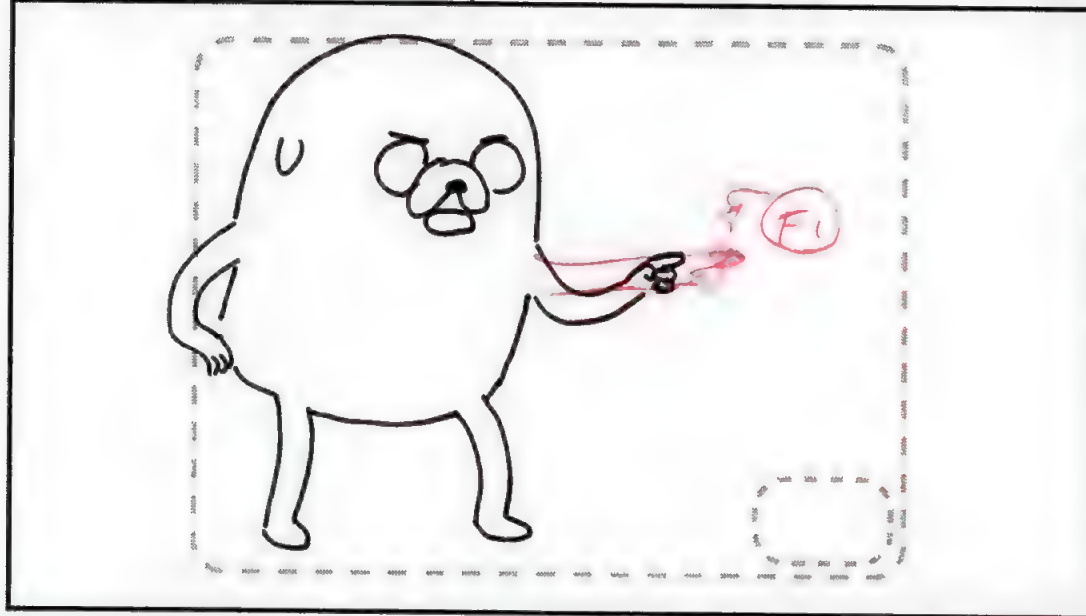
Page 127
day night

Sc. 76 CONT

Pnl. F

Bg.

day night

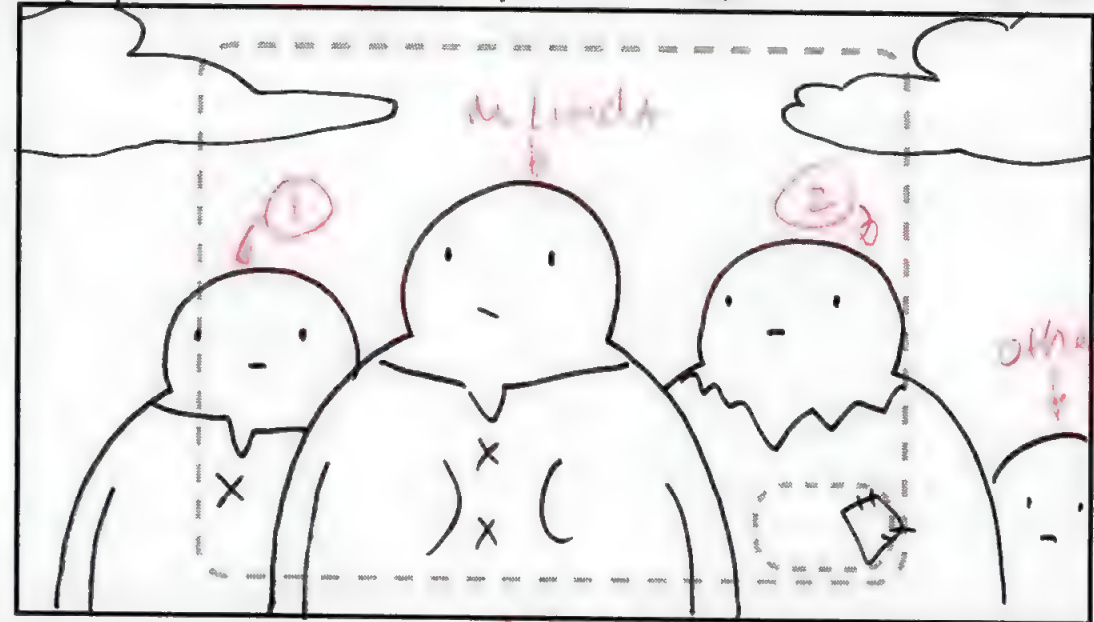


Sc. 77

Pnl. A

Bg.

day night



Dialog:

① meanwhile, you sharpen up your pitchforks ① Mob - style

Action:

Timing:

MAR 24 2015

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Production:

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ADVENTURE TIME

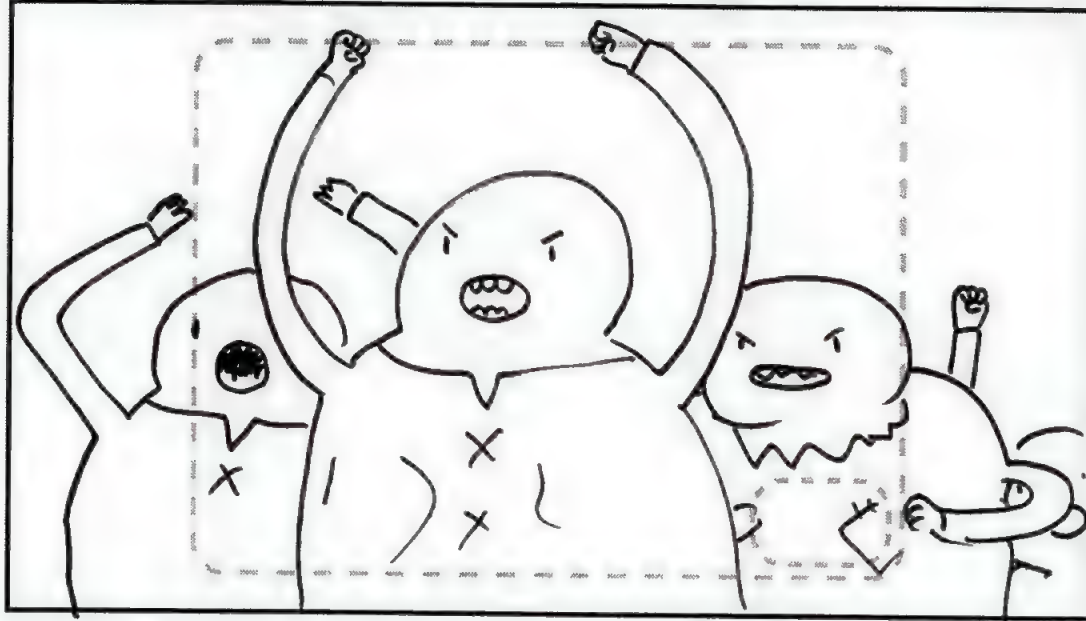


Cut

Sc. 77 CONT Pnl. B

Bg.

day night

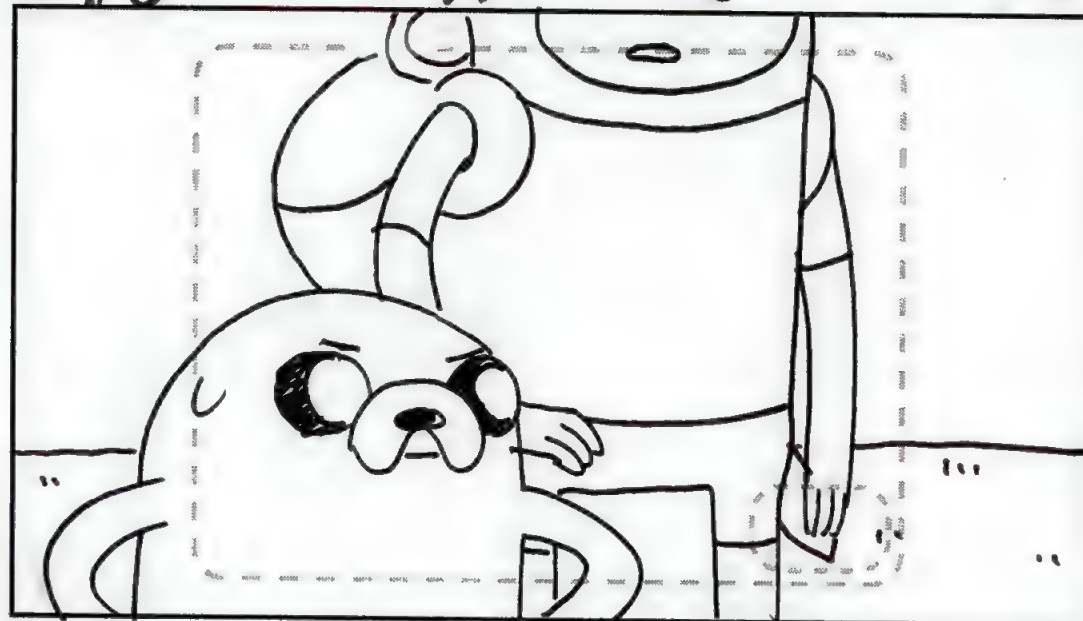


Sc. 78

Pnl. A

Bg.

day night



Dialog:

Walla Yeahhh!

(F) hey man --

Action:

Timing:

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Production:

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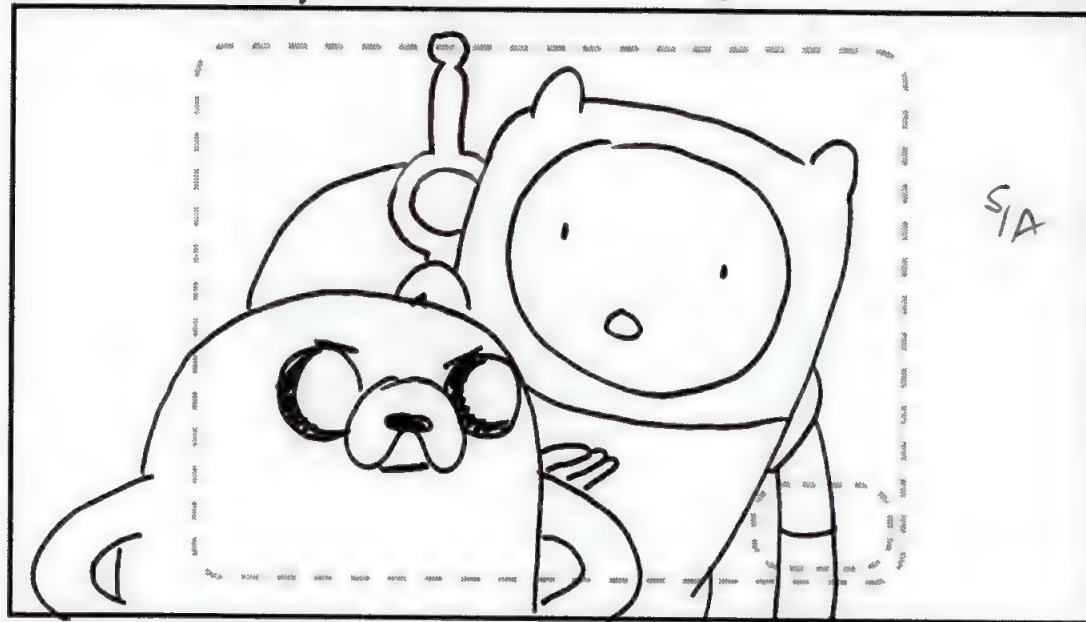
ADVENTURE TIME



Sc. 78 CONT Pnl. B

Bg.

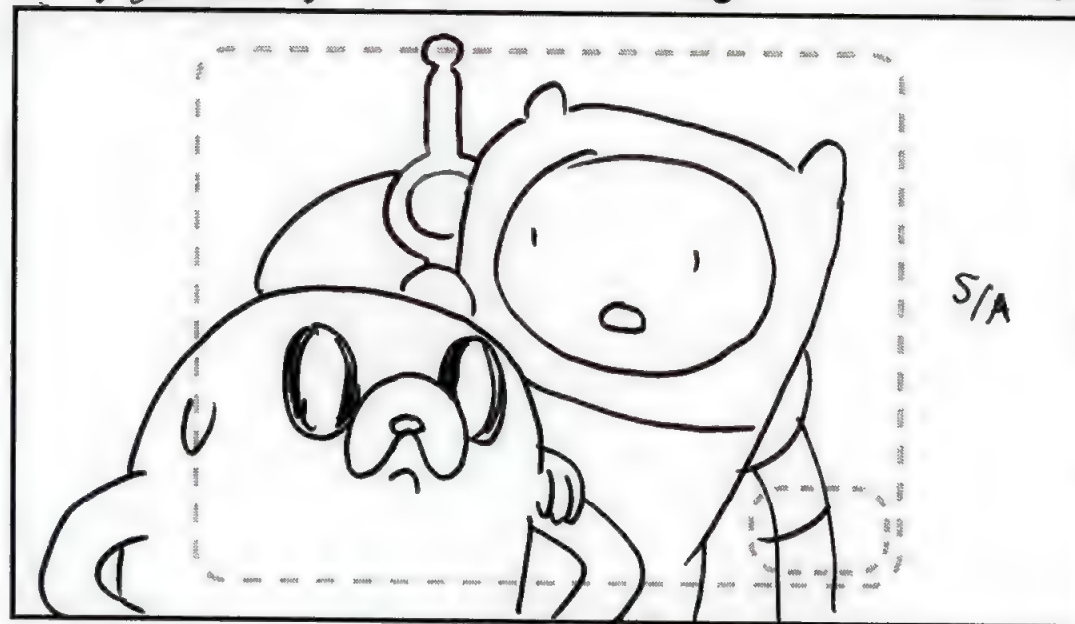
day night



Sc. 78 CONT Pnl. C

Bg.

Page 129
day night



Dialog:

(F) that's not right

(F) Marceline's our friend !

Action:

- F. PUTS HAND ON J'S SHOULDER

MAR 24 2015

Timing:

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1034/212

Production:

1034/212

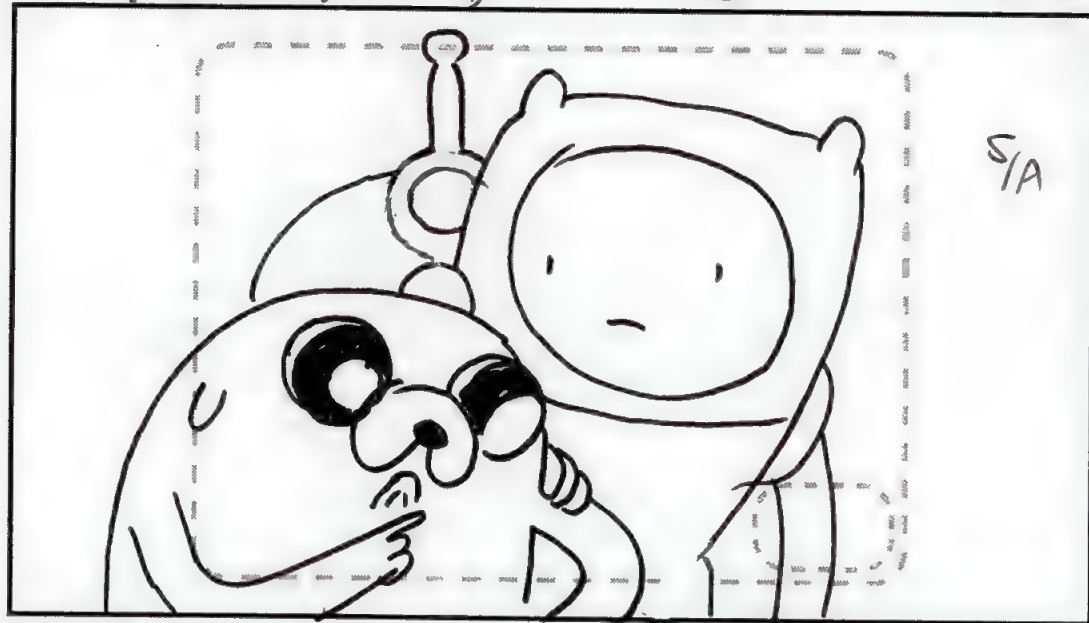
ADVENTURE TIME



Sc. **78 CONT** Pnl. **D**

Bg.

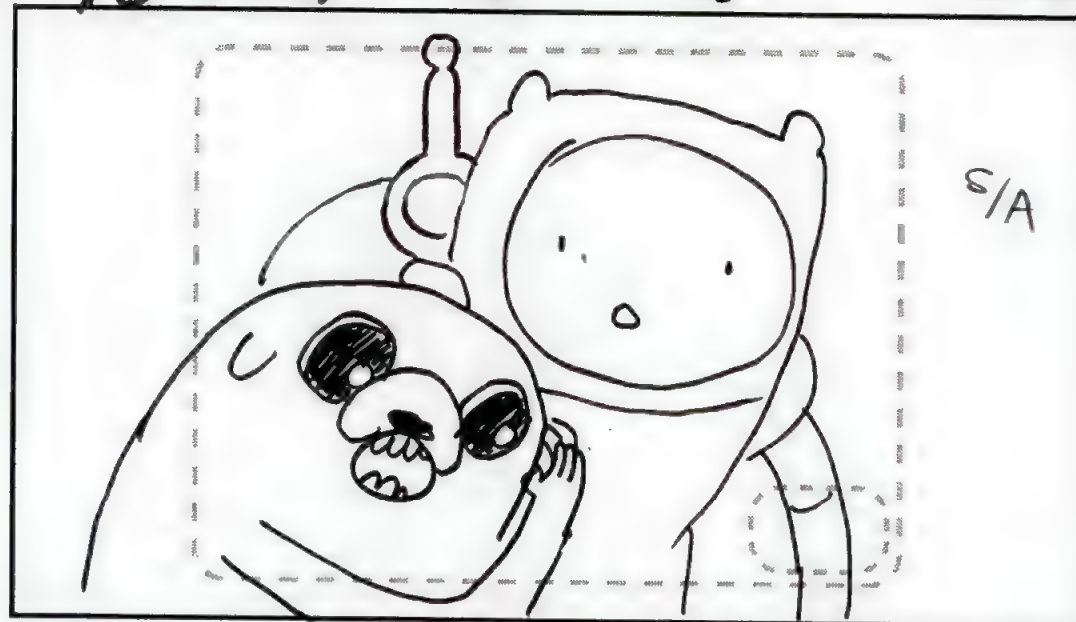
day night



Sc. **78 CONT** Pnl. **E**

Bg.

day night



Page **130**

He Cut

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Dialog:

...

① Physical contact!

Action:

MAR 24 2015

Timing:

Production:

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MC

ADVENTURE TIME

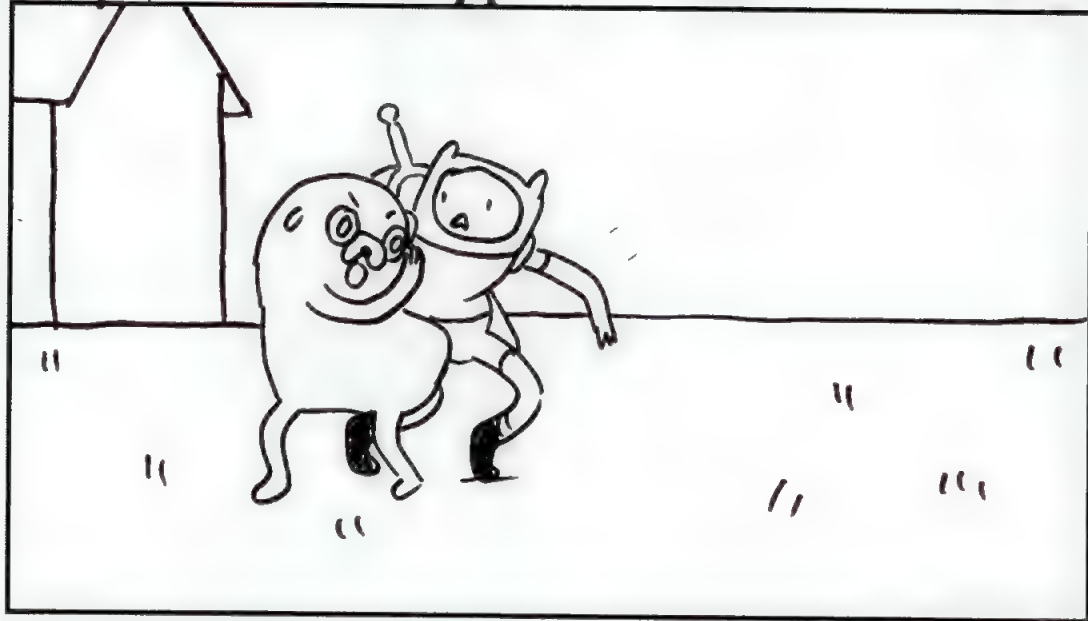


Sc. 79

Pnl. A

Bg.

day night



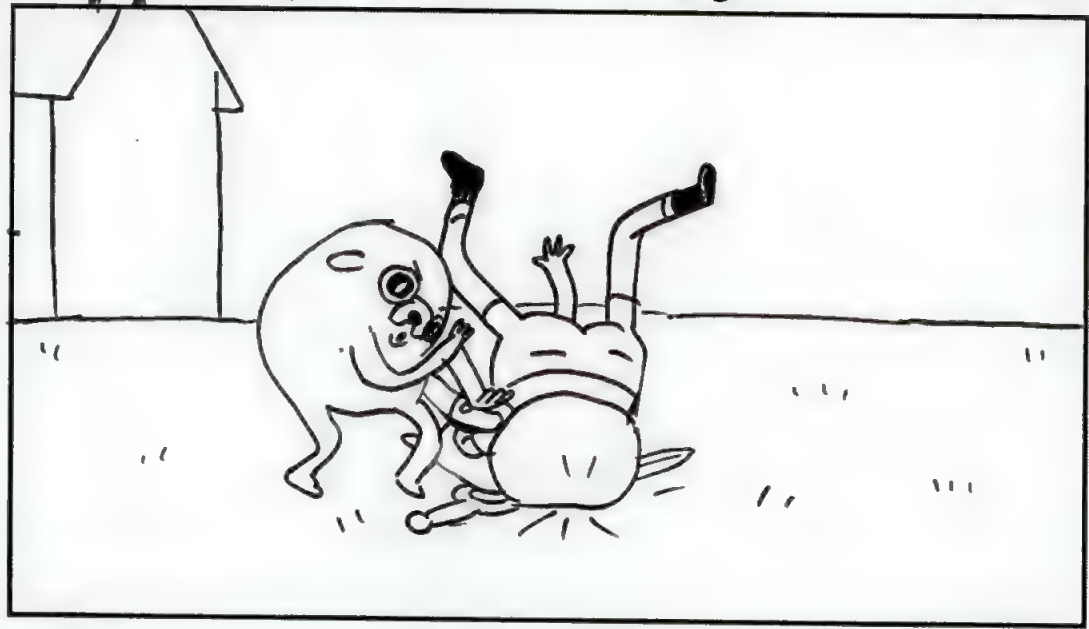
Sc. 79 CONT


Pnl. B

Bg.

Page 131

day night



Dialog:	① officer resisting the rest!	① (says) "Boom!"
Action:		-J. FLIPS FINN TO THE GROUND
Timing:		MAR 24 2015

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Production:

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ADVENTURE TIME



Cut

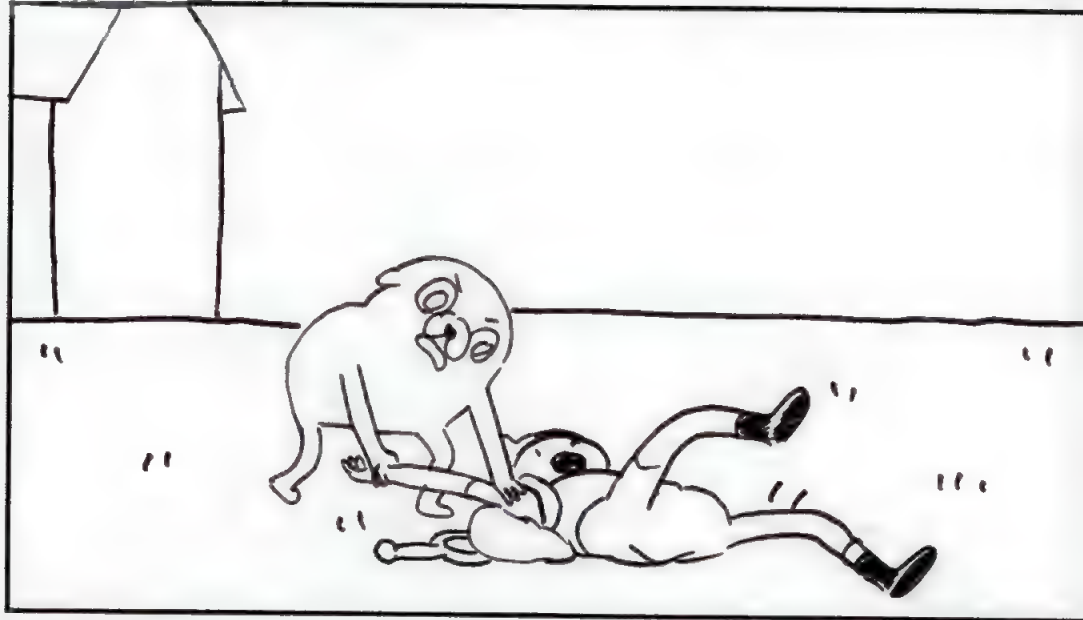
Page 132

Cut

Sc. 79 CONT Pnl. C

Bg.

day night



Sc. 80

Pnl. A

Bg.

day night



Dialog:

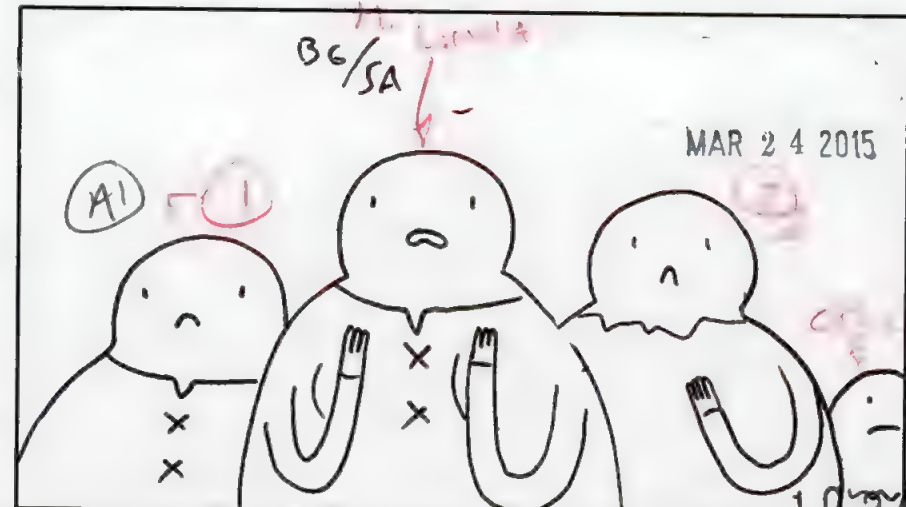
(F) oww!!

Walla

Yay!!!

Action:

Timing:



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Production:

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ADVENTURE TIME



Page 133

Sc. 81

Pnl. A

Bg.

day night

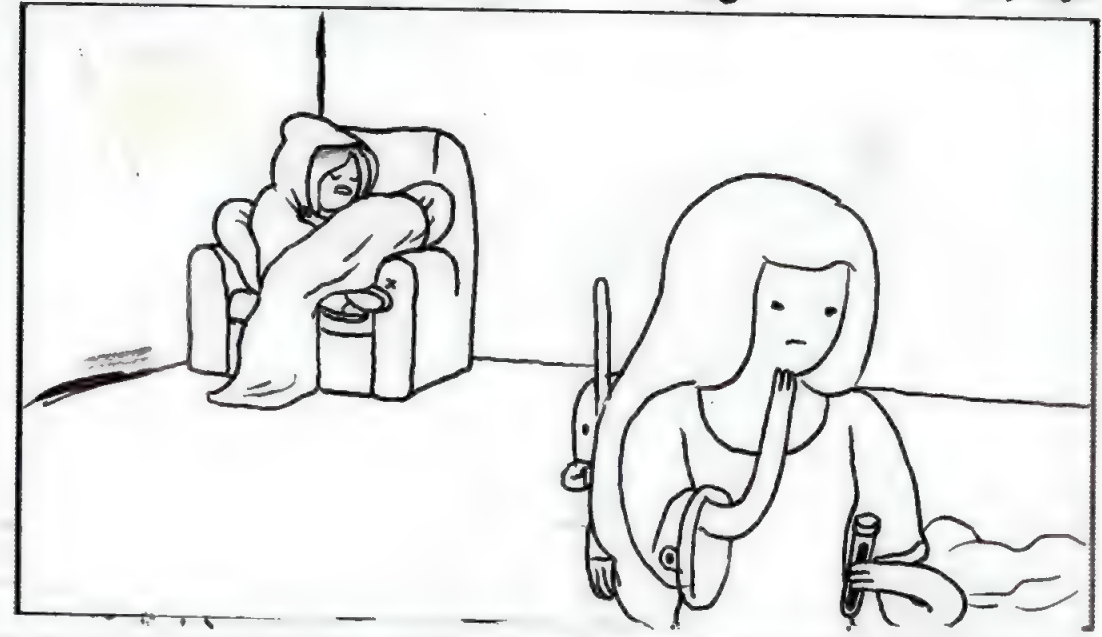


Sc. 82

Pnl. A

Bg.

day night



Dialog:

Marceline / woof.

Action:

Timing:

Marceline / Marci wanna go ny ny.

- PB EXAMINES TEST TUBE
- PEP BUT SWEEPS



MAR 24 2015

Production:

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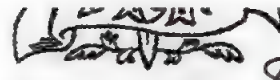
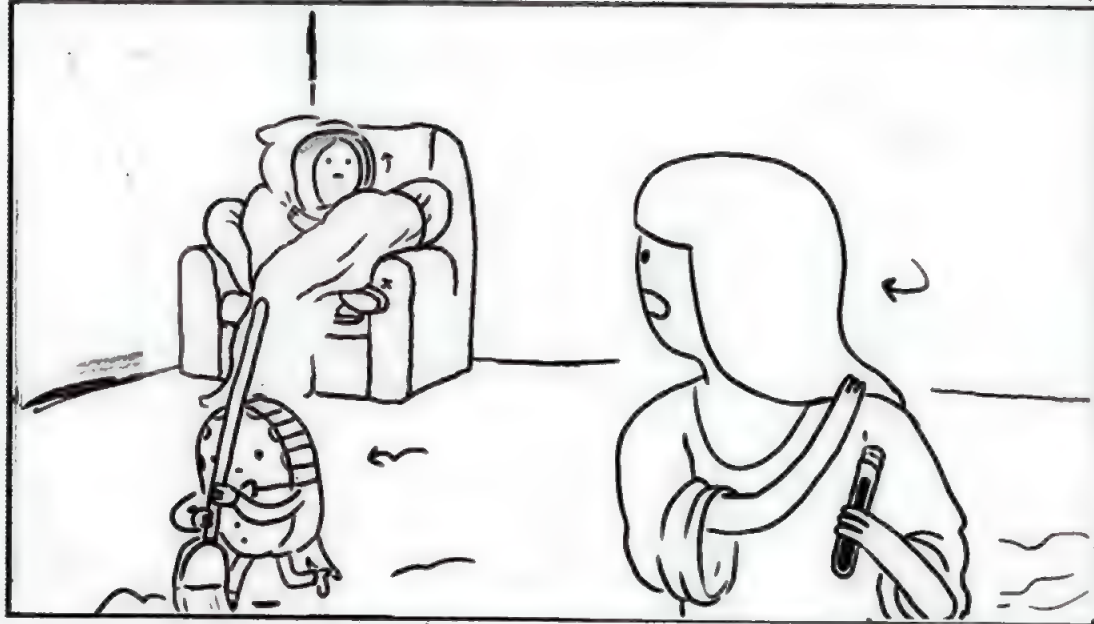
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1034/212

Sc. 82 CONT Pnl. B

Bg.

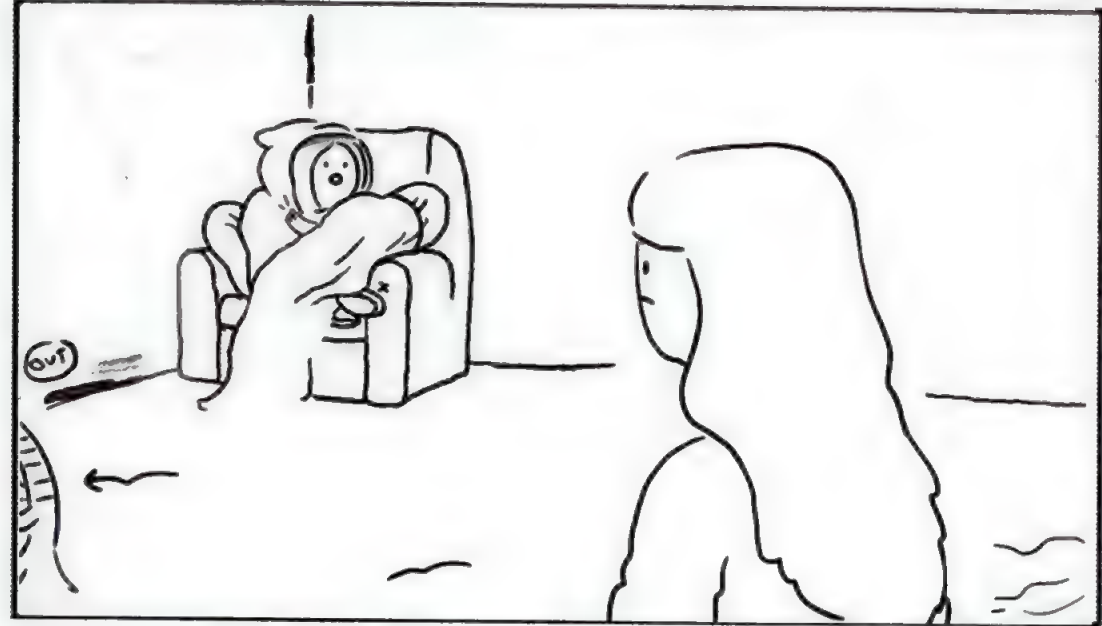
day night



Sc. 82 CONT Pnl. C

Bg.

day night



Dialog:

PB/ Don't go ny ny Marci - M/
I'M WORRIED.

FOR REAL? WHY?

Action:

Timing:

MAR 24 2015

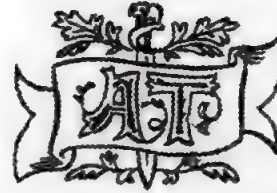
Production:

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ADVENTURE TIME

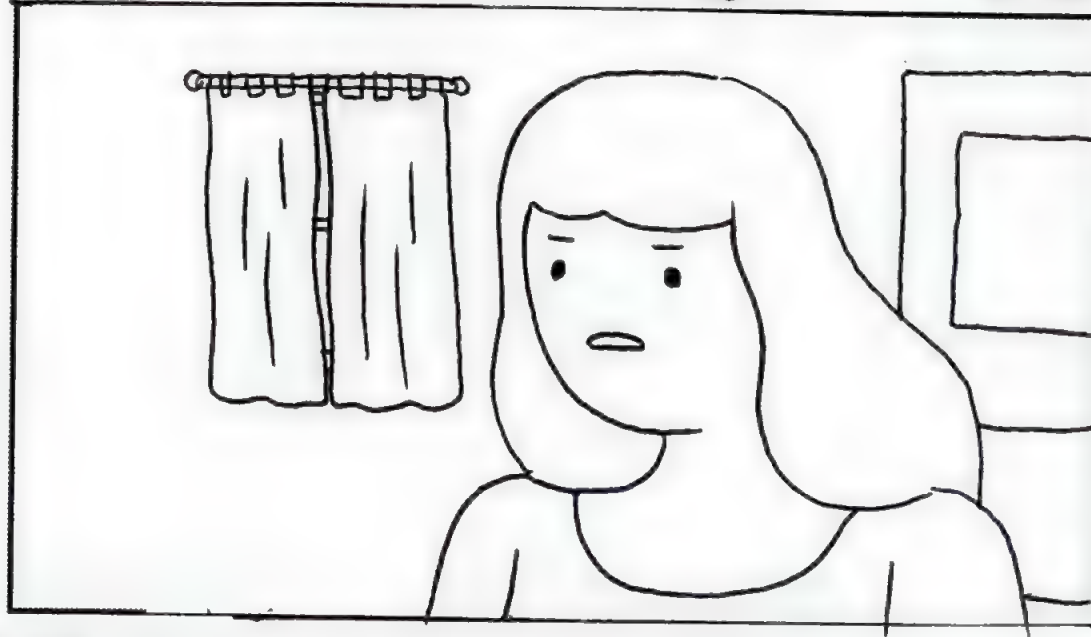


Sc. 83

Pnl. A

Bg.

day night

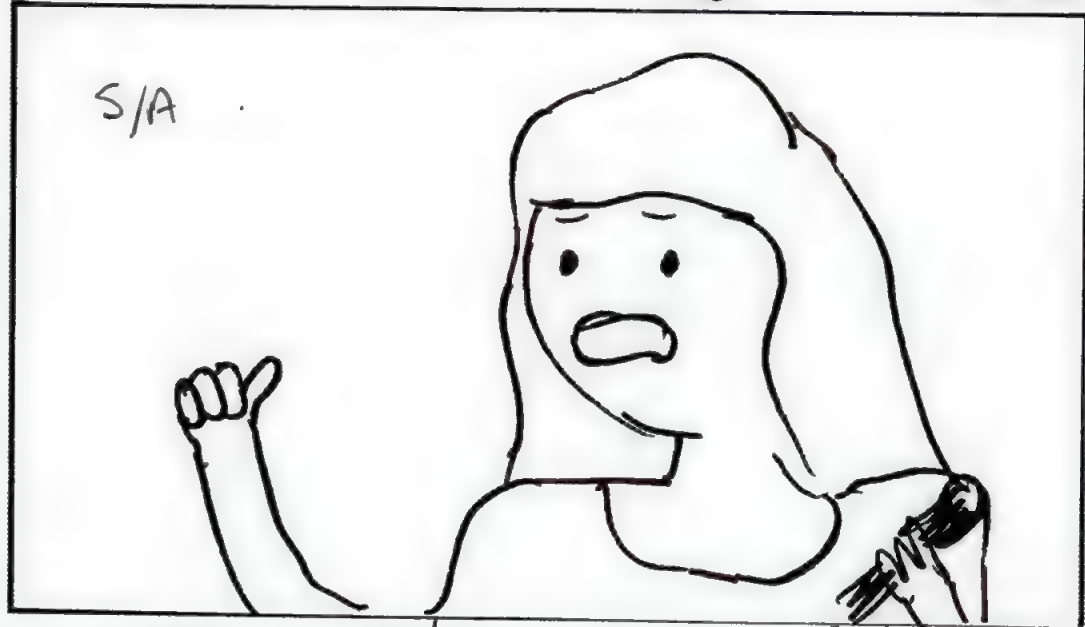


Sc. 83 CONT

Pnl. B

Bg.

day night



Dialog:

PB/ Well the process was experimental.
Like are there side effects?



PB/ what happened in
your sleep last
night?
I don't know!

MAR 24 2015



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1034/212

Cut

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Sc.

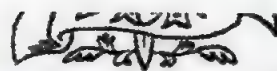
84

Pnl.

A

Bg.

day night



Sc.

84 CONT

Pnl.

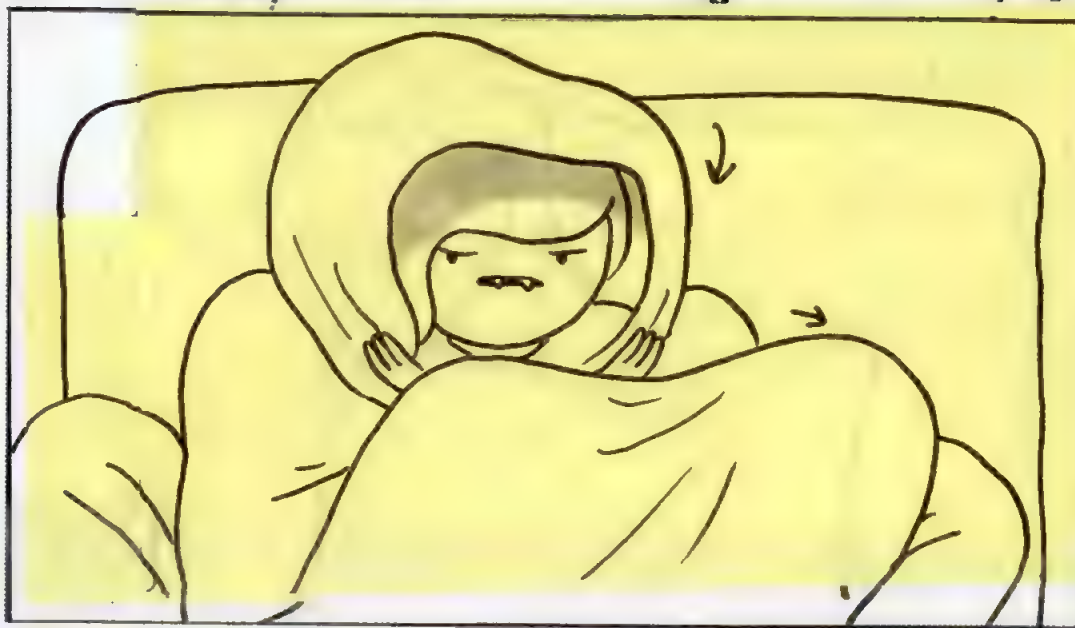
B

Bg.

day night

Page

136



Dialog:

(O/S)

PBI Nobody on record
has ever cured
vampirism

Action:

Timing:

PBI (O/S) unless you count
killing vampires
as "curing"

- M. Looks DOWN

MAR 24 2015

Production:

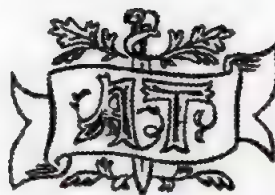
EPISODE #

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Cut

ADVENTURE TIME



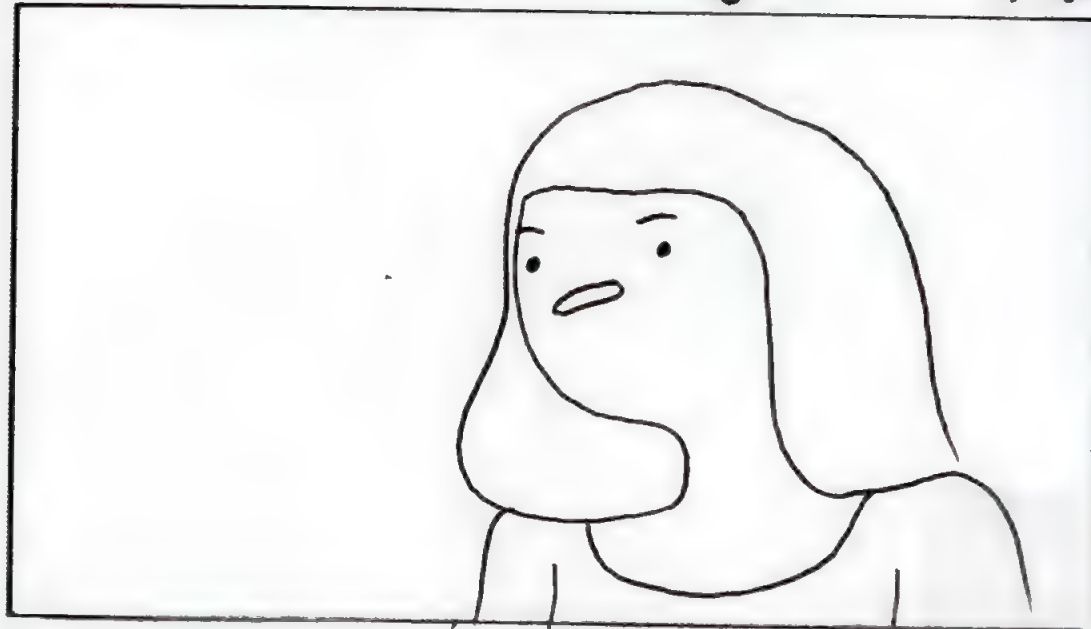
Cut

Sc. 85

Pnl. A

Bg.

day night



Sc. 86

Pnl. A

Bg.

Page 137

day night



Dialog:

PRB / ① / n, that case
② you've cured
tons right?

Action:

Timing:



m / "Tons" is an
understatement.

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140
cut

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Production:

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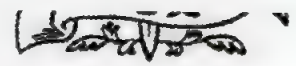
1034/212

110.3
Sc. 87

Pnl. A

Bg.

day night

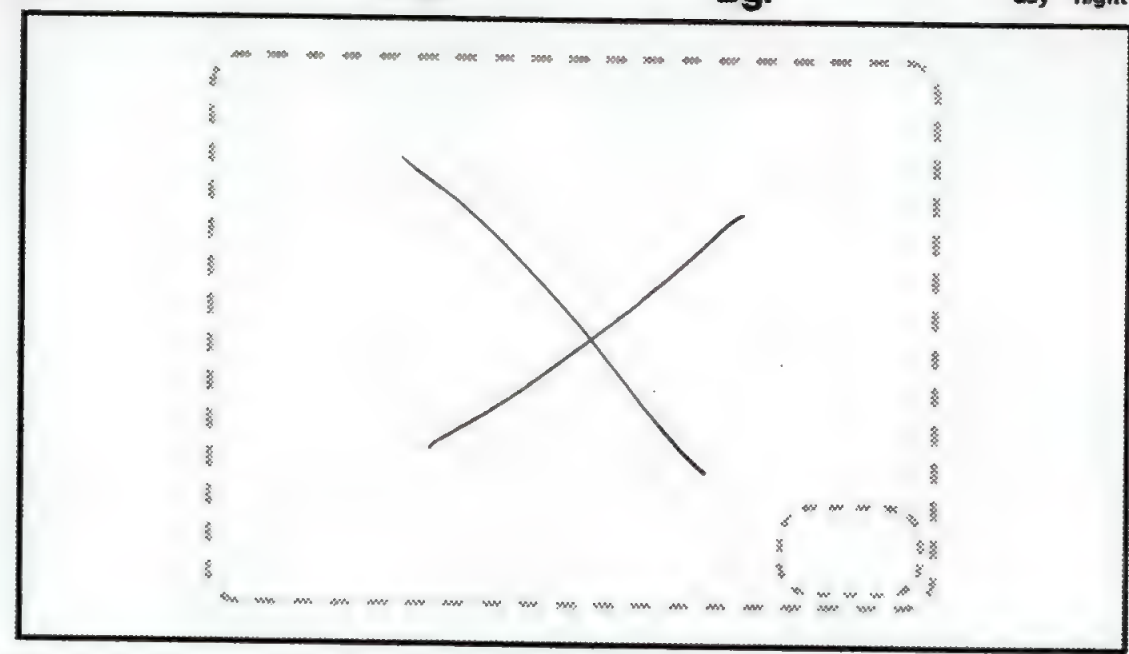


Sc.

Pnl.

Bg.

Page 138
day night



Dialog:

PB1 That shnoz was
nasty. Nasty times.

Action:

Timing:

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ADVENTURE TIME



Sc. 87 CONT

Pnl. B

Bg.

day night

Sc. 87 CONT

Pnl. C

Bg.

Page

139

day night



Dialog:

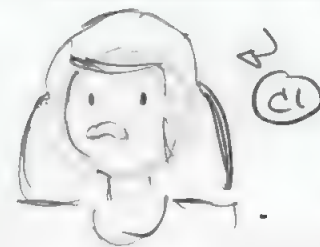
M/ don't remind
me please.

Action:

Timing:

SFX:

knock knock



PB: HEY cover
up

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Production:

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Sc. 87 CONT Pnl. D

Bd.

day night

Sc. 88

Pnl. A

Bg.

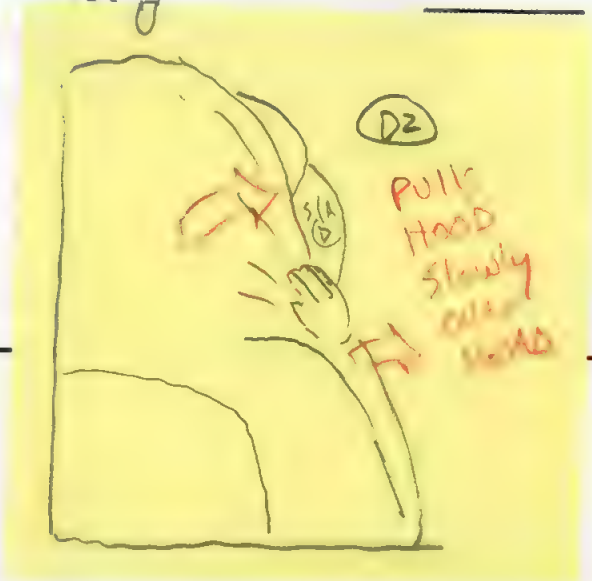
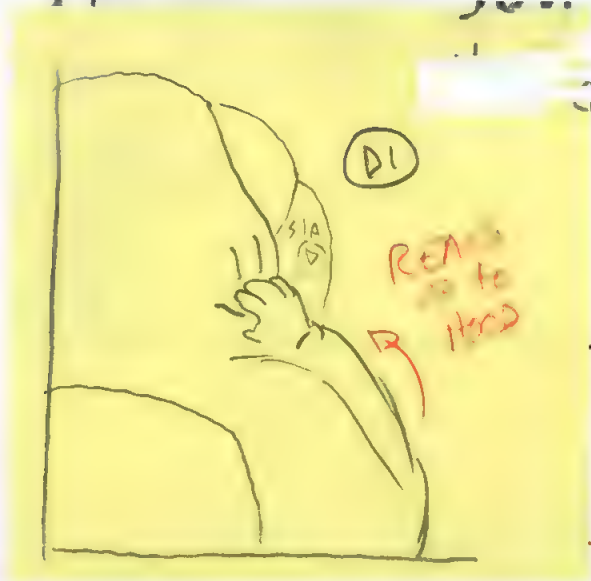
Page 140
day night



Dialog:

PBI THE SON'S HITTING THE DOOR

M1 I'm still undead?



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ADVENTURE TIME

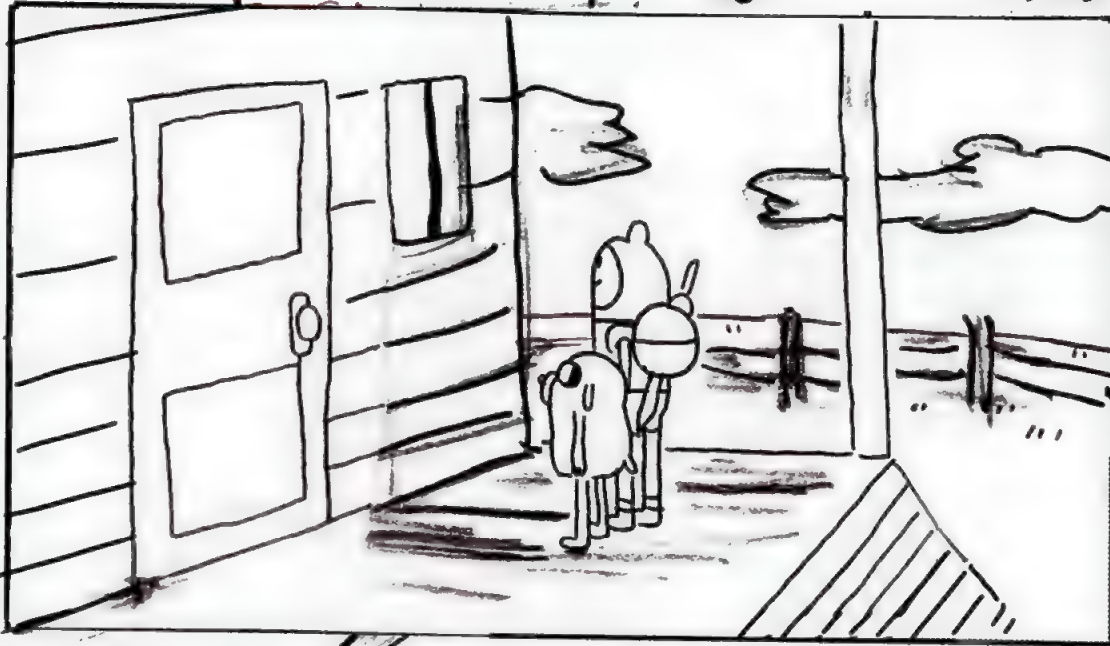


Sc. 89

Pnl. A

Bg.

day night



Sc. 89 CONT

Pnl. B

Bg.

day night



Dialog:

PB / We don't know yet.
so just chill.
(PB opens door)

Action:

Timing:



PB / OH hey guys! How
you doing?

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Production:

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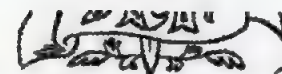
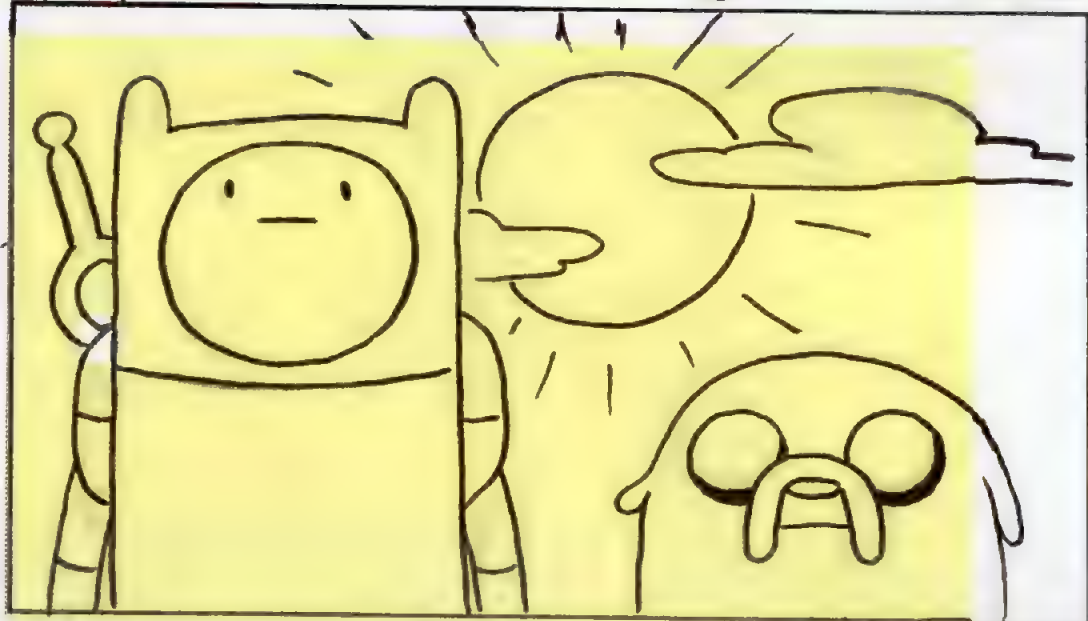
no cut

Sc. 90

Pnl. A

Bg.

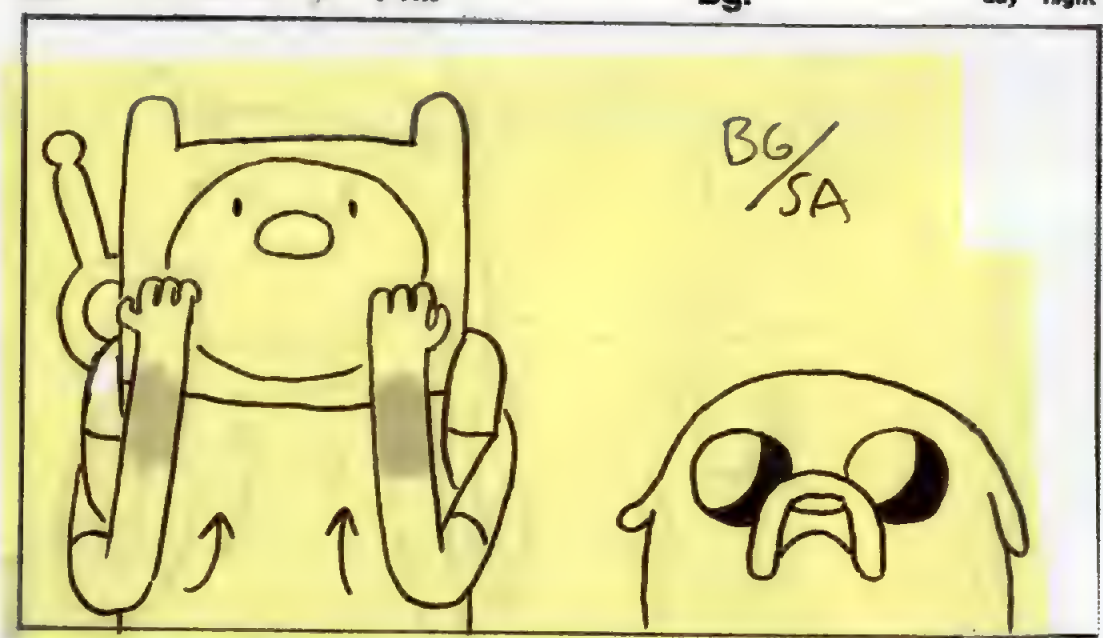
day night



Sc. 90 *cont* Pnl. B

Bg.

Page 142
day night



Dialog:

Finn / Jake did excessive force on me.

Action:

(beat)

Timing:

(Finn's wrists bruised)

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Production:

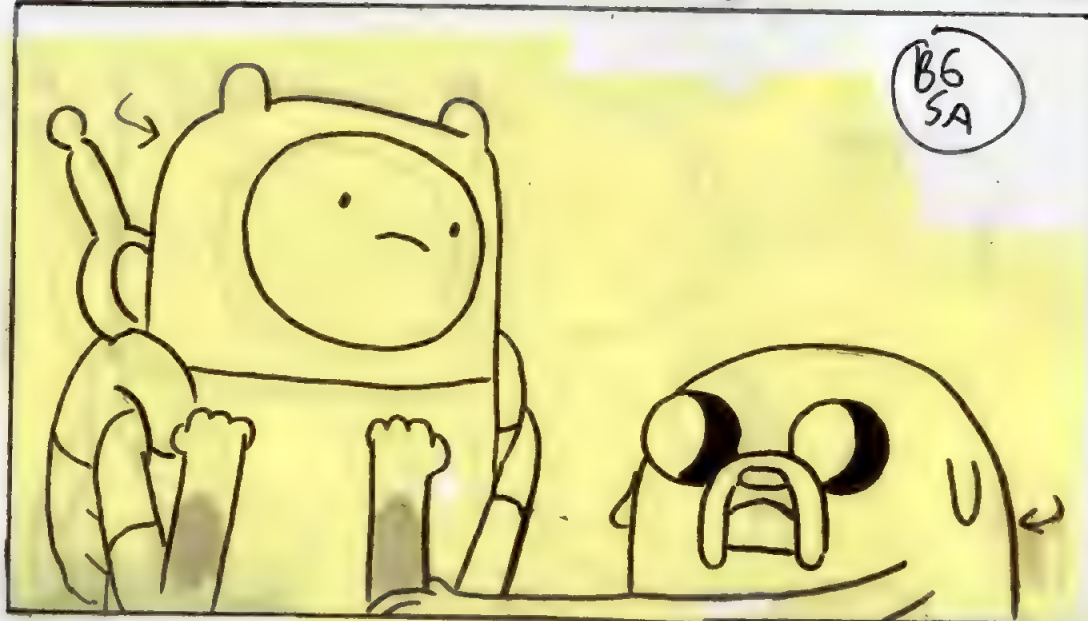
ADVENTURE TIME



Sc. 90 *cont* Pnl. C

Bg.

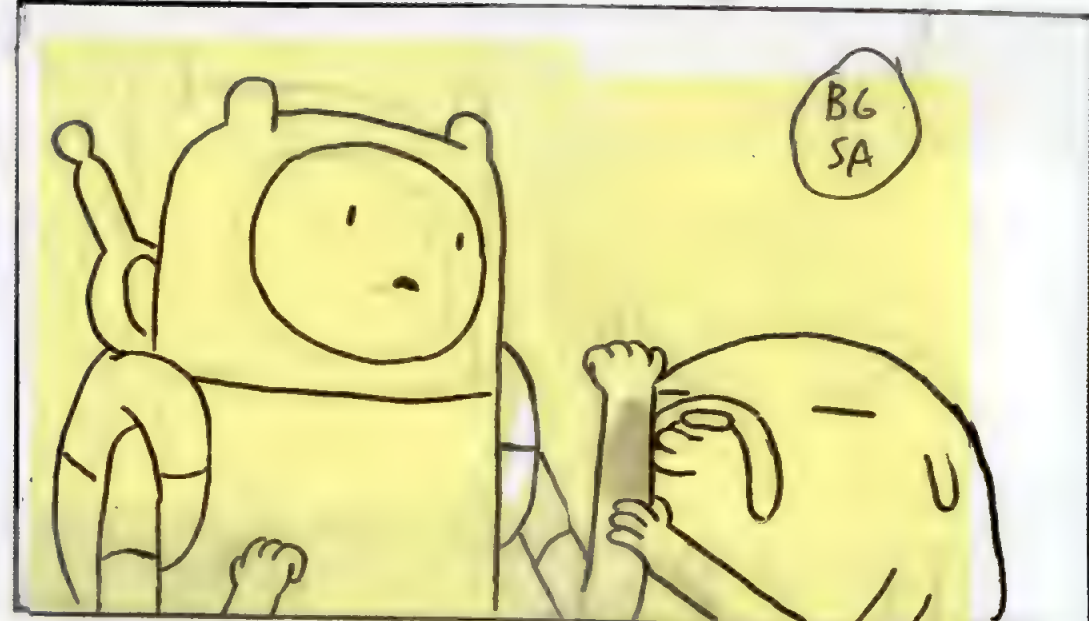
day night



Sc. 90 *cont* Pnl. D

Bg.

day night



Dialog:

Jake/ I'm sorry.

Action:

Timing:

JAKE : * KISSX

(Kiss wrist)

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Production:

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Sc. 90 CONT Pnl. E

Bg.

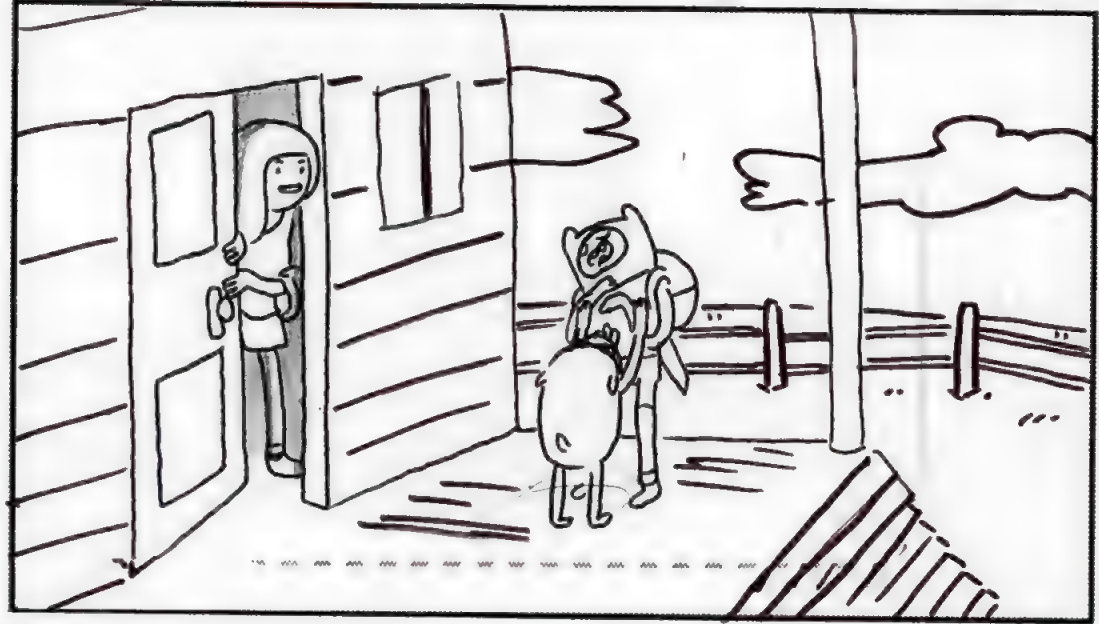
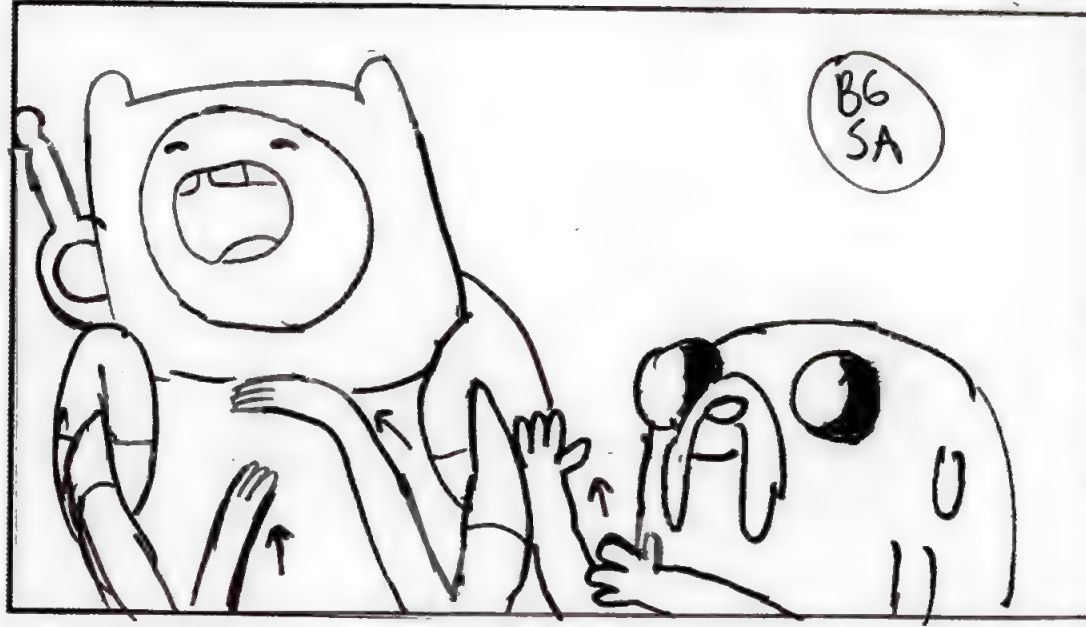
day night

Sc. 91

Pnl. A

Bg.

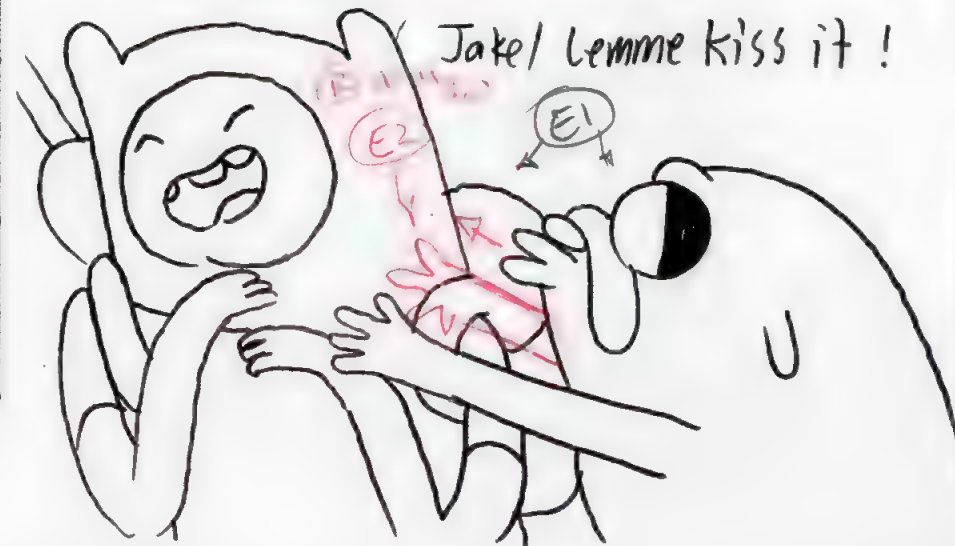
Page 144
day night



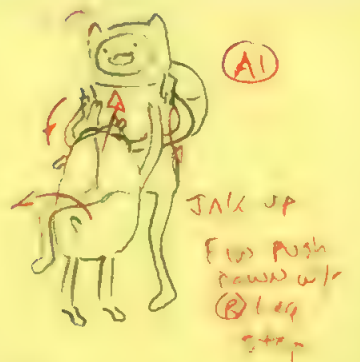
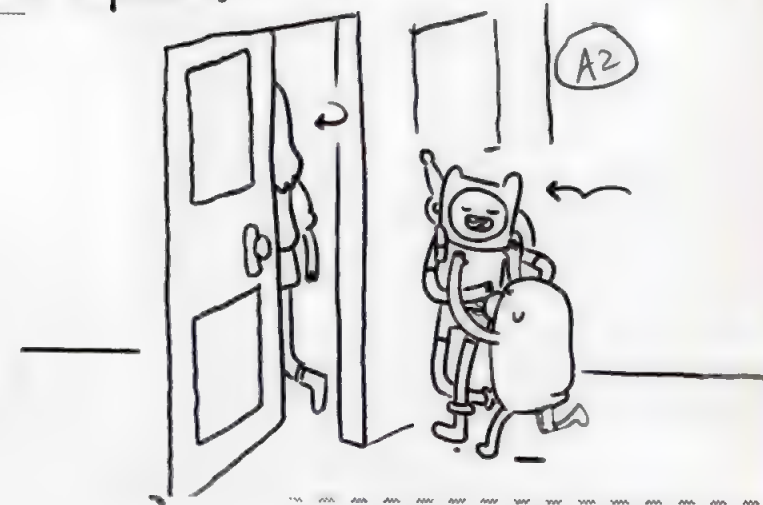
Dialog:

F/ HAHA ew! ew! (laughing)

PB/ Herry up get in here



Jake/ Lemme kiss it! (clown nurse impression)



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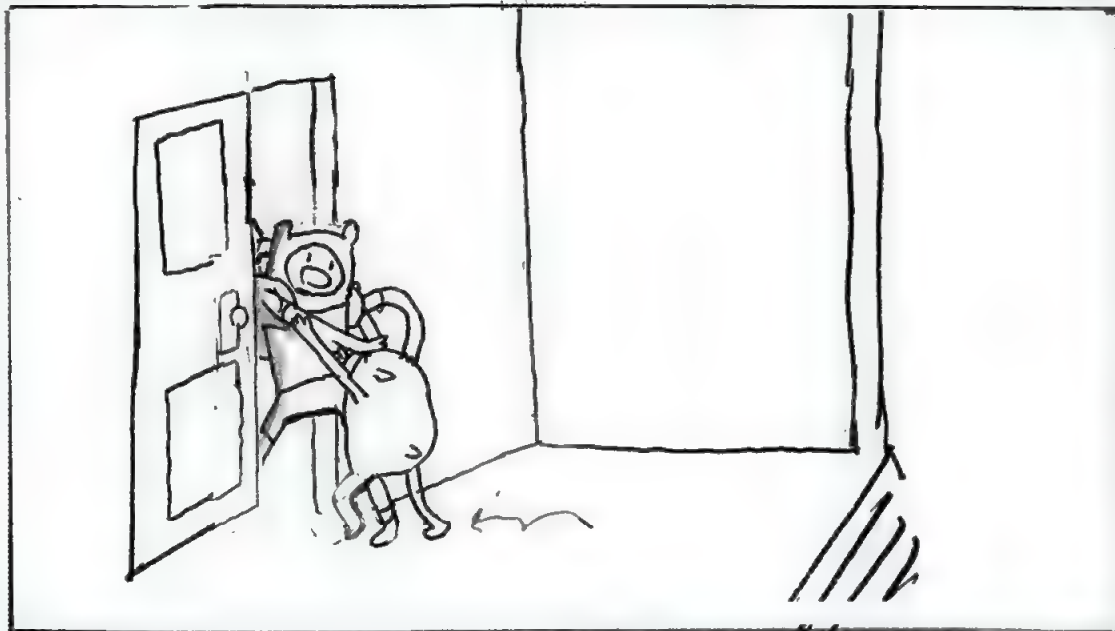
ADVENTURE TIME



145
Cut

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Sc. 91 CONT Pnl. B Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:

Action:

- F + J WALK TOWARDS DOOR

- light floods room

- Marceline has blanket pulled over her head

Timing:

MAR 24 2011

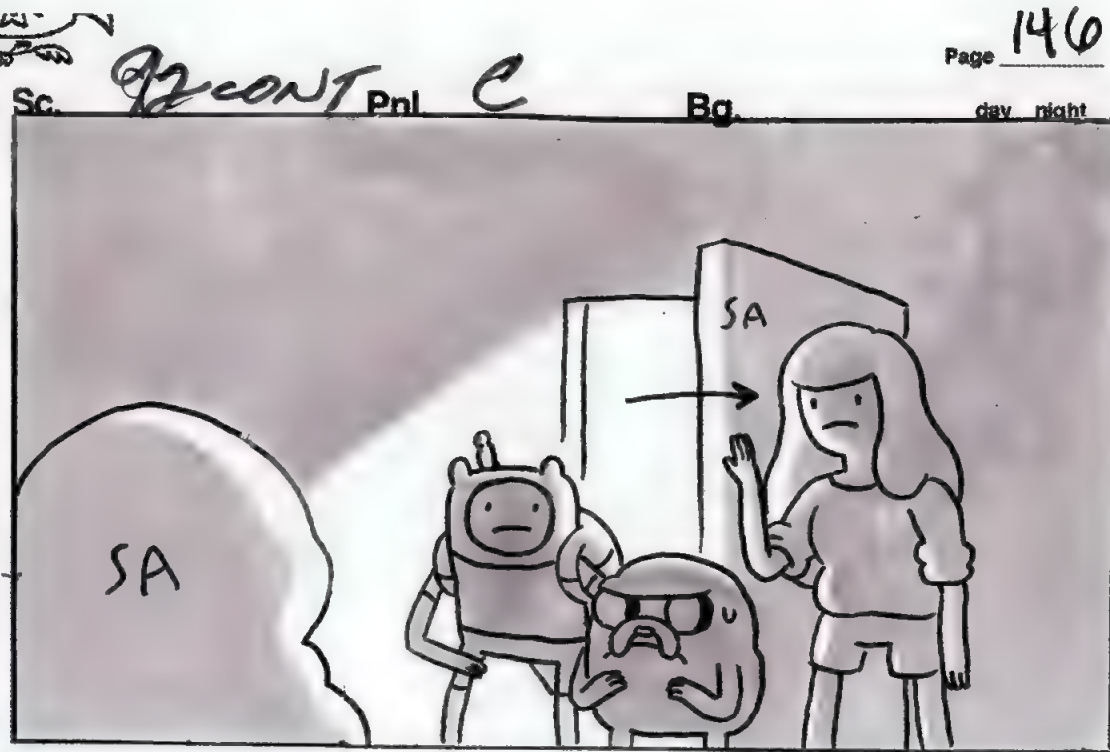
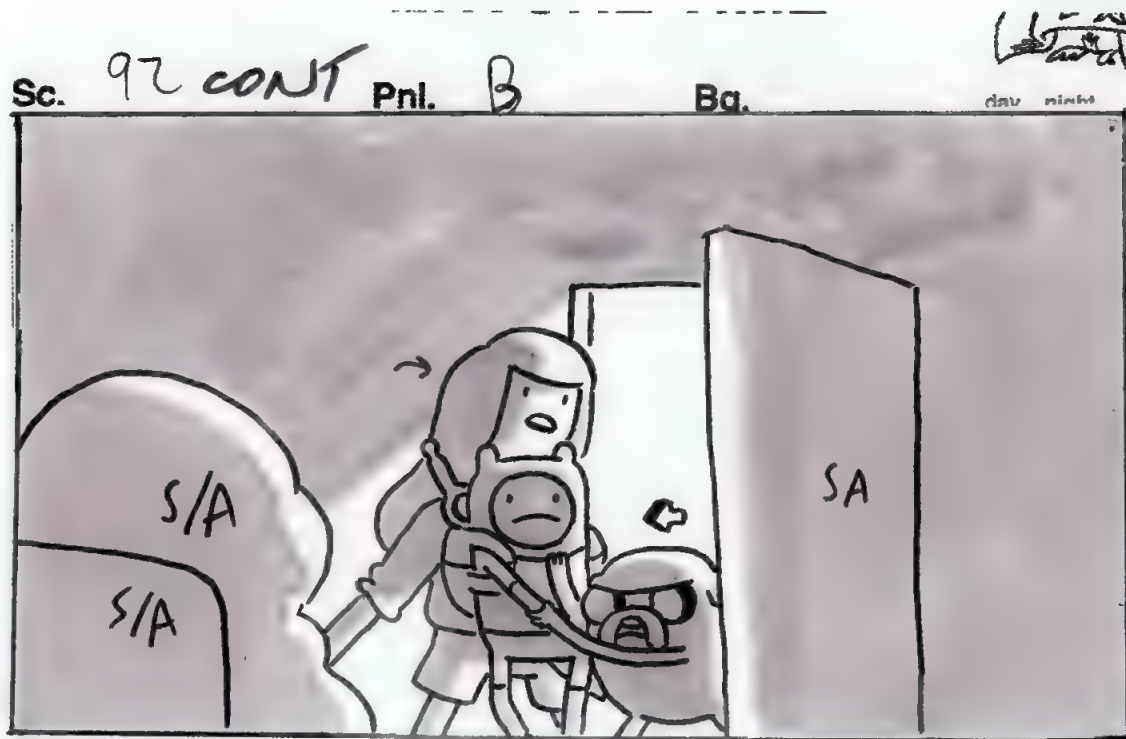
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1034/212

Production:

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Dialog

Ac

Tln

MAR 24 2015

Production:

ADVENTURE TIME



Sc. 92 cont Pnl. D

Bg.

day night

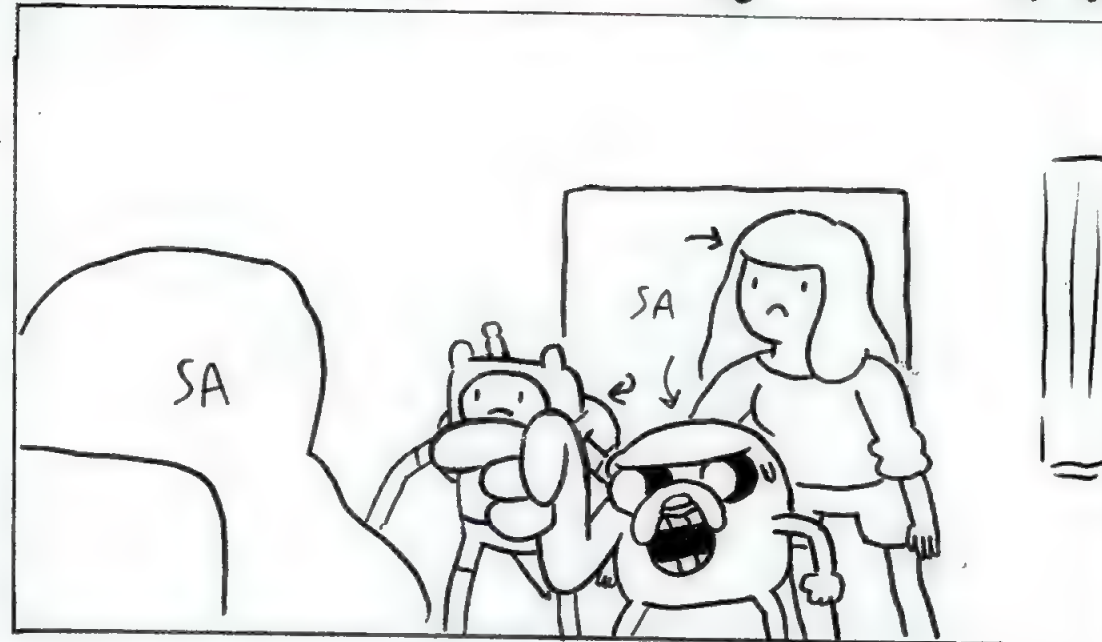


Sc. 92 cont Pnl. E

Bg.

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day night



Hu cut

Dialog:

Action:

-PB

SLAMS DOR.

Timing:

Jake / Ya dunnit
this time
Marceline!

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EPISODE #

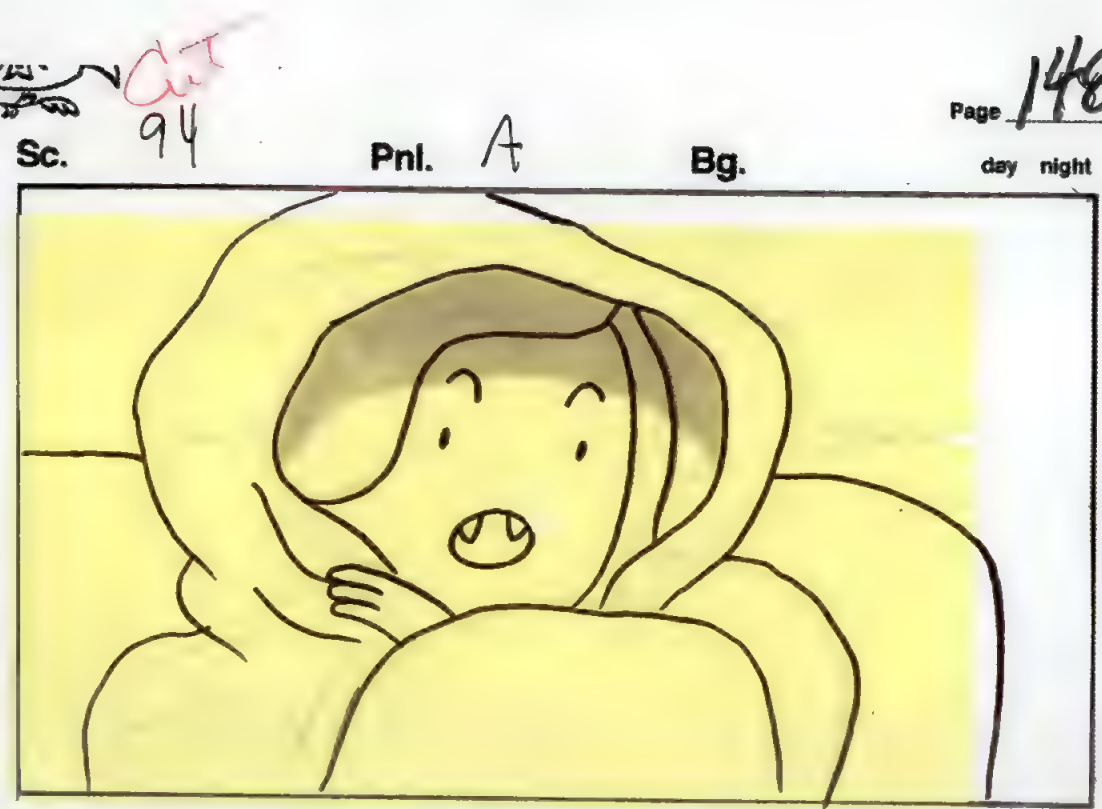
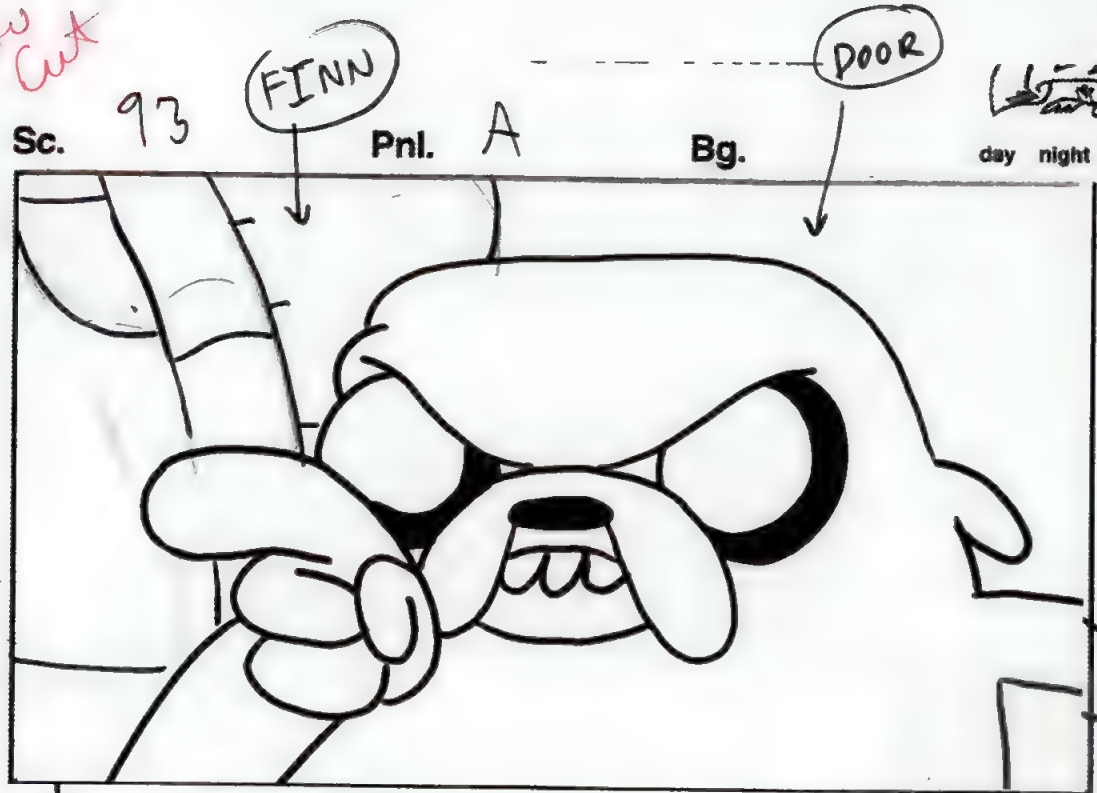
Production:

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Dialog: J/you sucked the life out of defenseless animals! M/I ain't done NOthin'!

Action:

Timing:

MAR 24 2015

Cut

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Production:

ADVENTURE TIME

Door

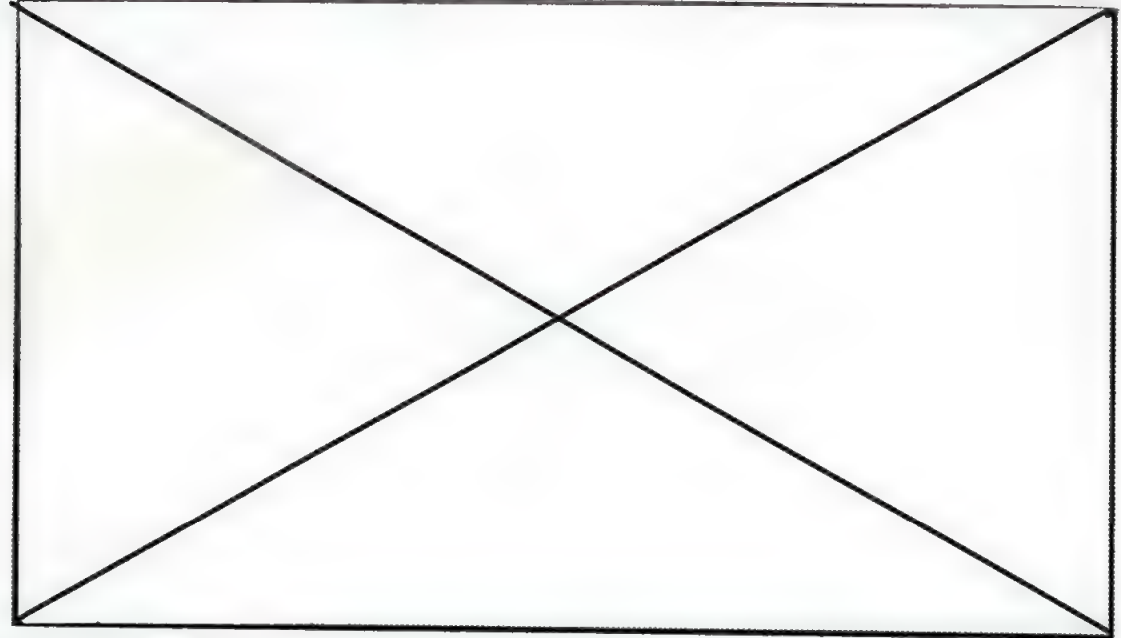


Sc. 95 Pnl. A



day night

Sc. Pnl. Bg.



Page 149
149A NEXT
day night

Dialog:

Action:

Timing:

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EPISODE #

Production:

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ADVENTURE TIME

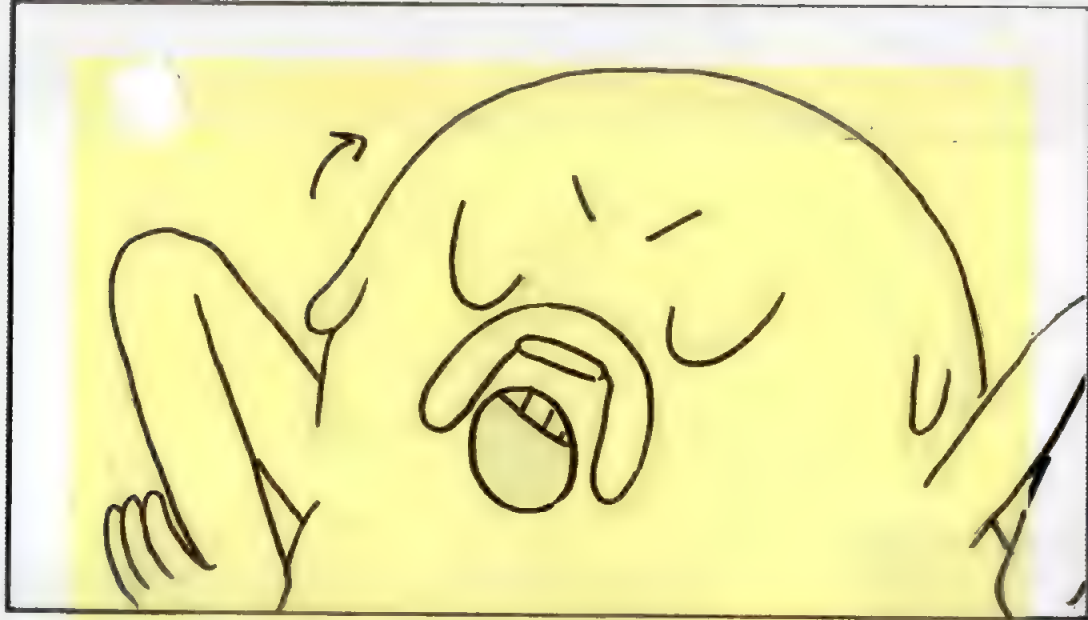


Cut

Sc. 95 *CONT* Pnl. B

Bg.

day night



Sc. 96

Pnl. A

Bg.

Page 149A
150 NEW *HW*
day night



Dialog:

*I / You think I'm
buying that*

(B1)

Action:

*boom boom
mountain?!*

Timing:



*Marceline / OH Get some
proof!*

(A1)



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1034/212

the cut

ADVENTURE TIME



Page 150

Sc. 97

Pnl. A

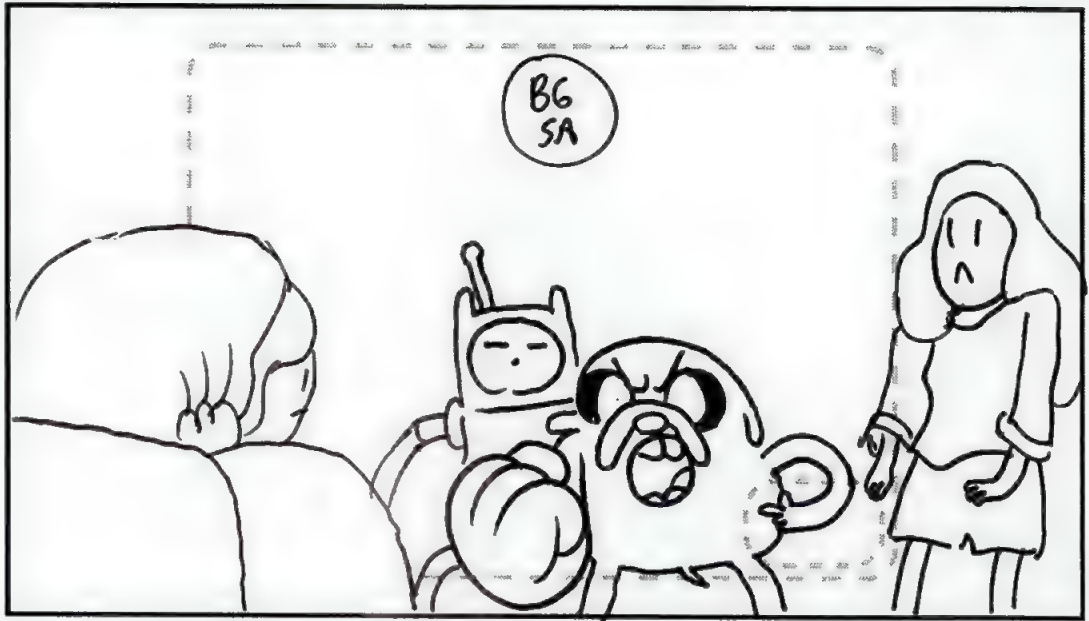
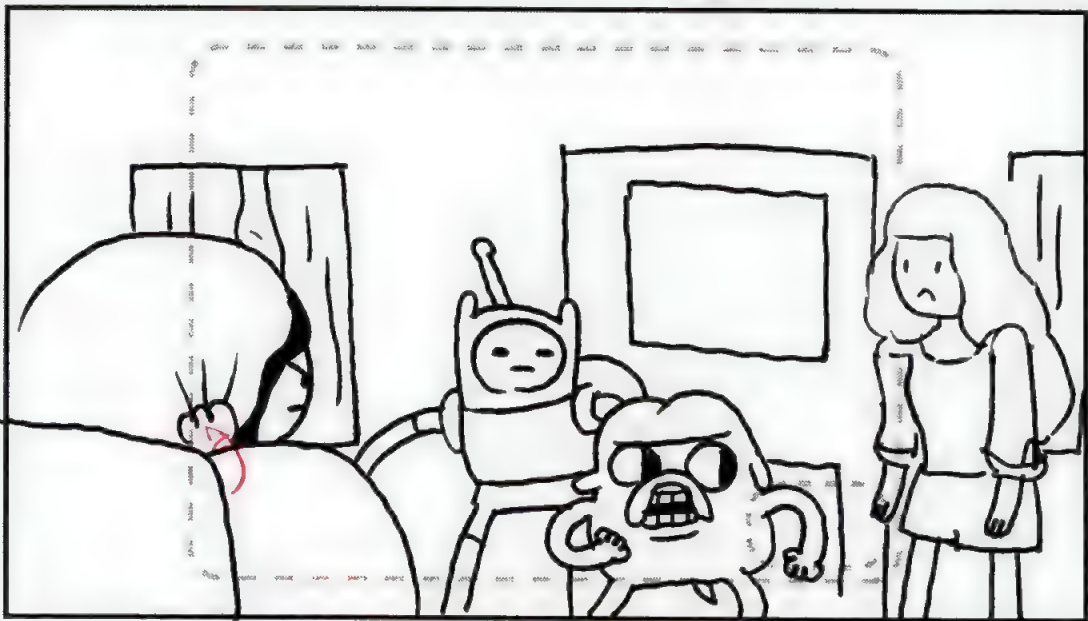
Bg.

day night

Sc. 97 CONT Pnl. B

Bg.

day night



Dialog:

J/ You want proof?

Action:

(A)



Timing:

Take! Look!

-J. HOLDS UP FIST.

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EPISODE #

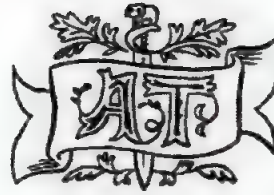
Production:

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ADVENTURE TIME



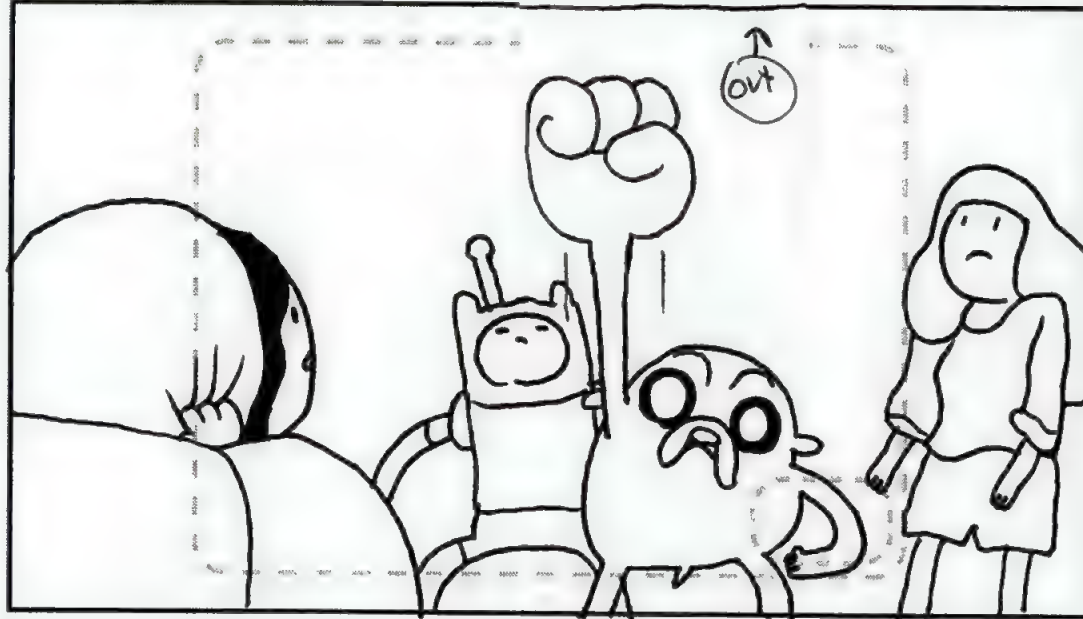
Sc. 97 CONT Pnl. C

day night

Sc. 97 CONT Pnl. D

Bg.

Page 151
day night



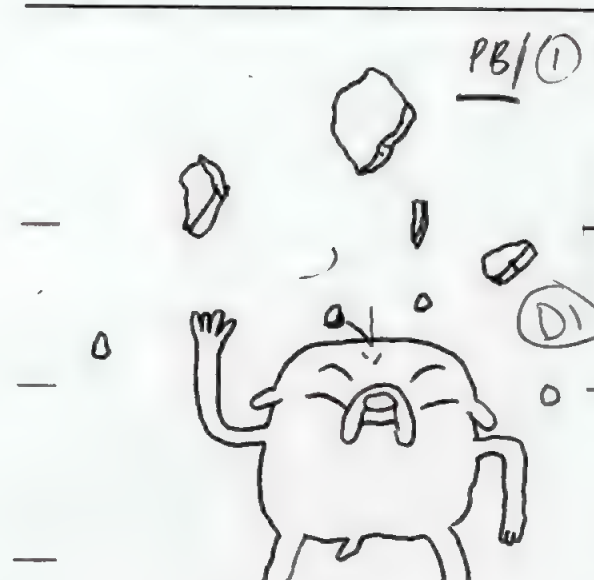
Dialog:

Sfx/! SMASH:

Action:

- Jake punch ceiling

Timing:



- DEBRIS RAINS DOWN,

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Production:

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ADVENTURE TIME



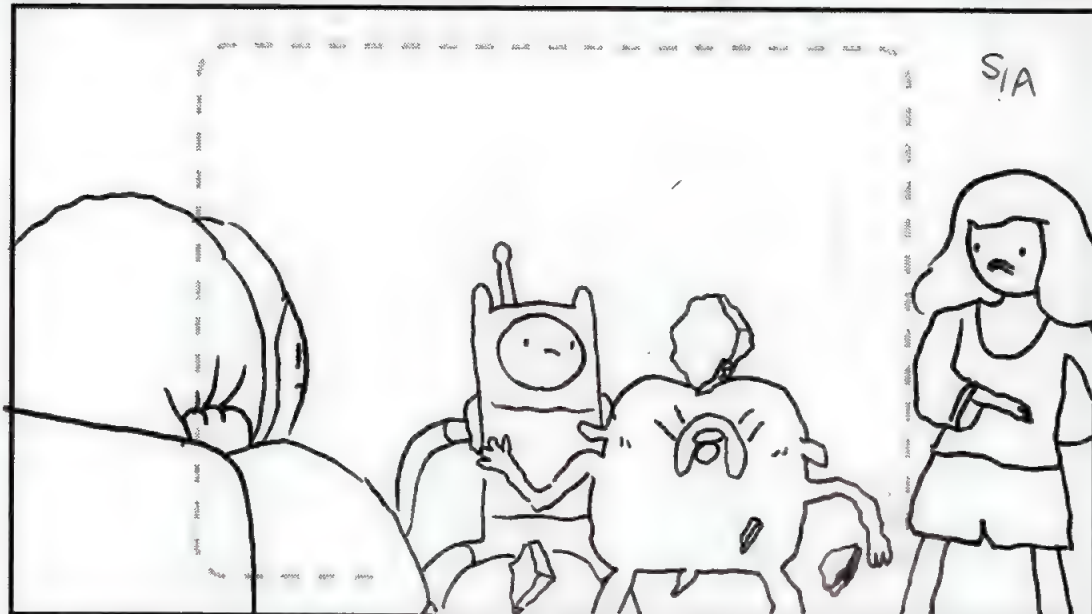
HO
cut

Page 152

Sc. 97 CONT Pnl. E

Bg.

day night

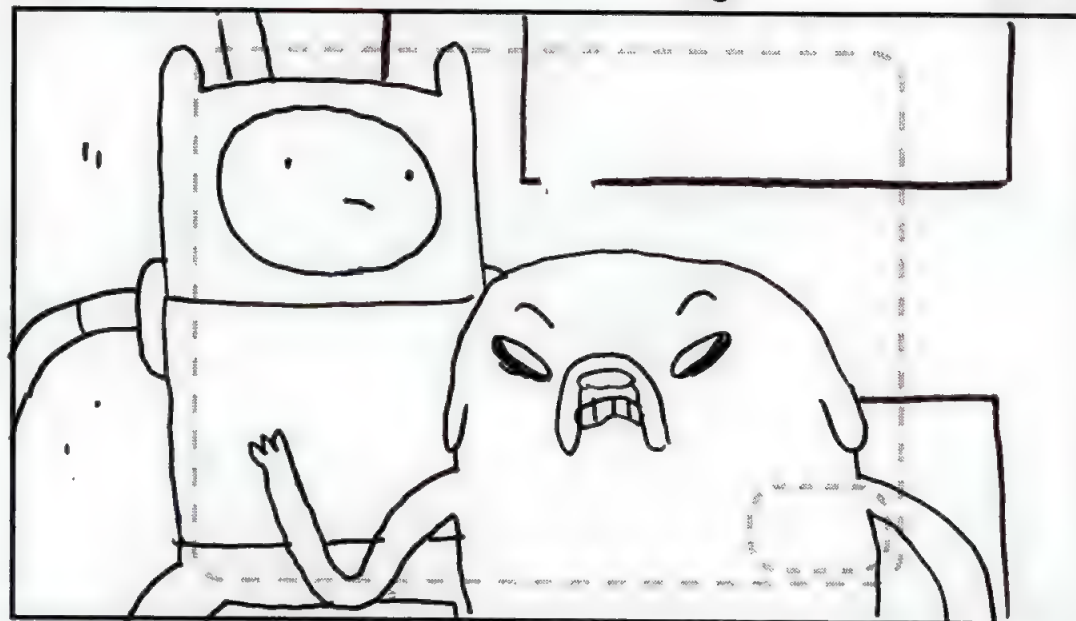


Sc. 98

Pnl. A

Bg.

day night



Dialog:

Jake! ouch!

Jake! Proof how off I'm gonna go
() if you don't confess!

Action:

Timing:



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ADVENTURE TIME



Sc. 98 CONT Pnl. B

Bg.

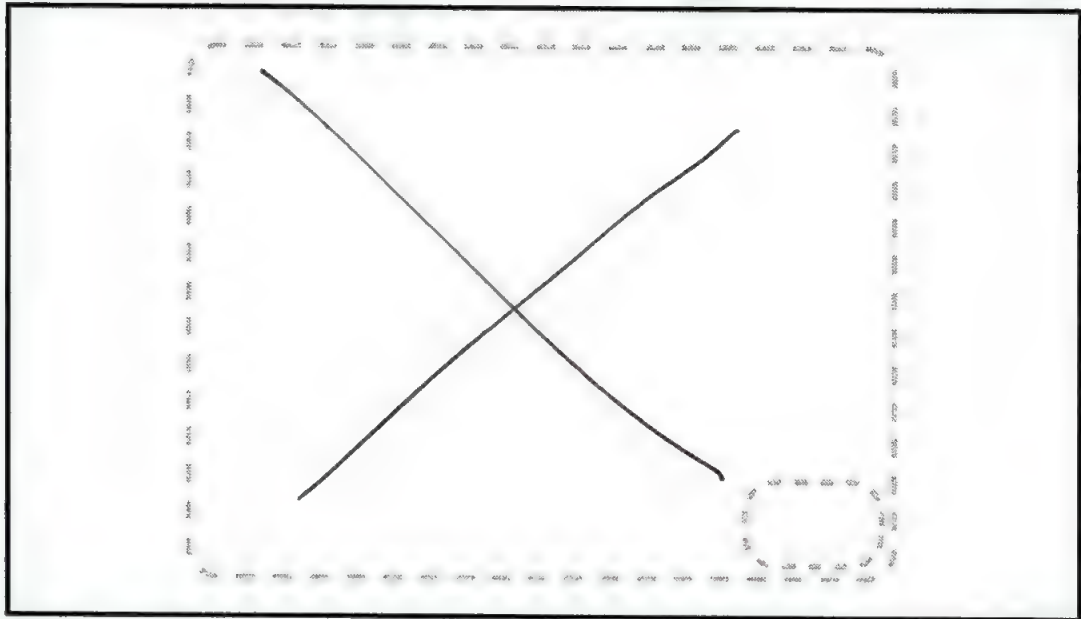
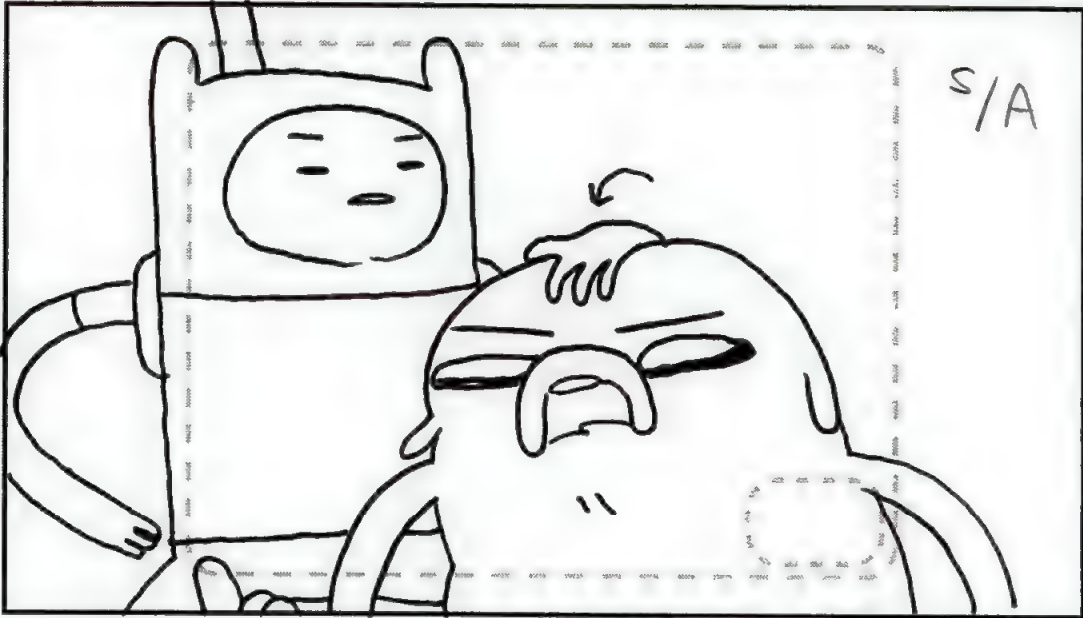
day night

Sc.

Pnl.

Bg.

day night



Dialog: Finn/ Yo chill Jake.

Action:

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Timing:

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Production:

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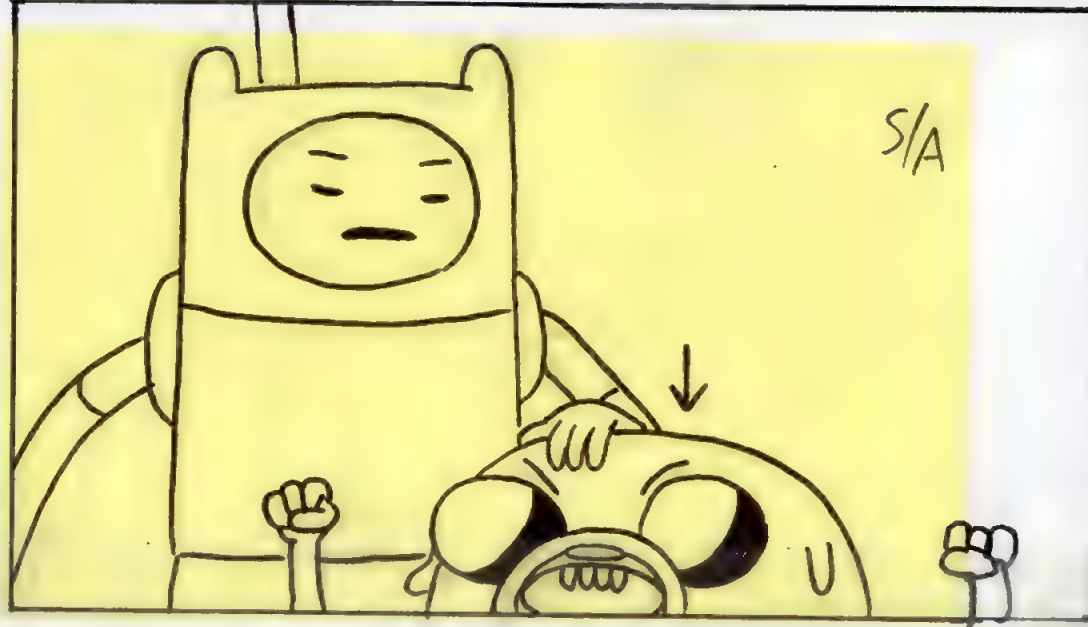
ADVENTURE TIME



Sc. 98 CONT Pnl. C

Bg.

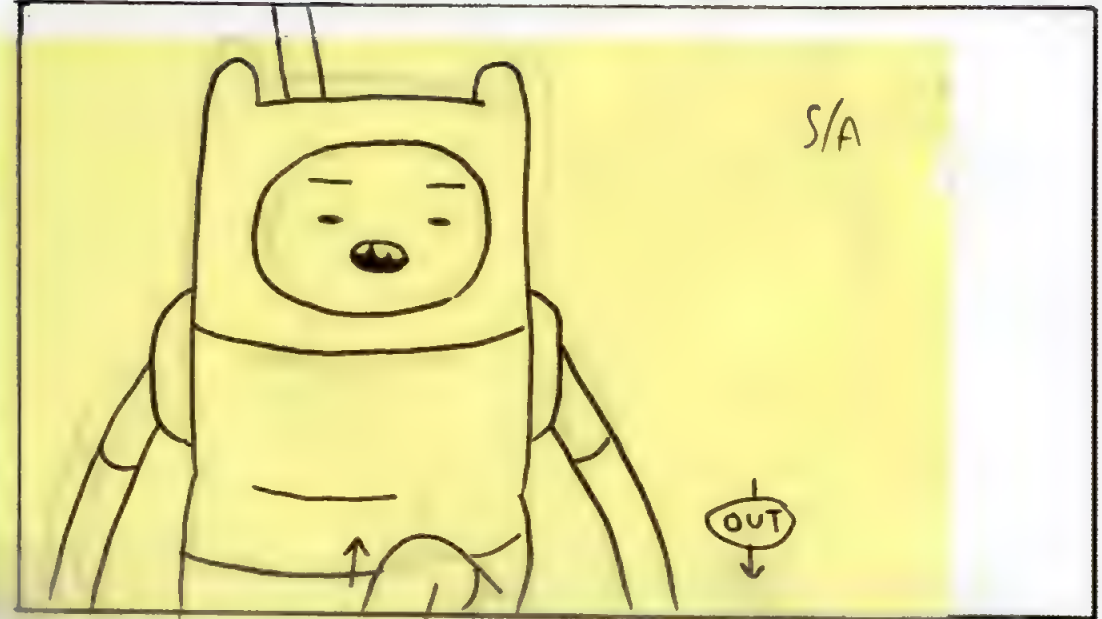
day night



Sc. 98 CONT Pnl. D

Bg.

day night



Dialog:

J/ I'm wilin' out!

F/ Lemme work this, man.

Action:

(cl)

Timing:

F. LOWERS J. OFF/S.

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1034/212

Production:

1034/212

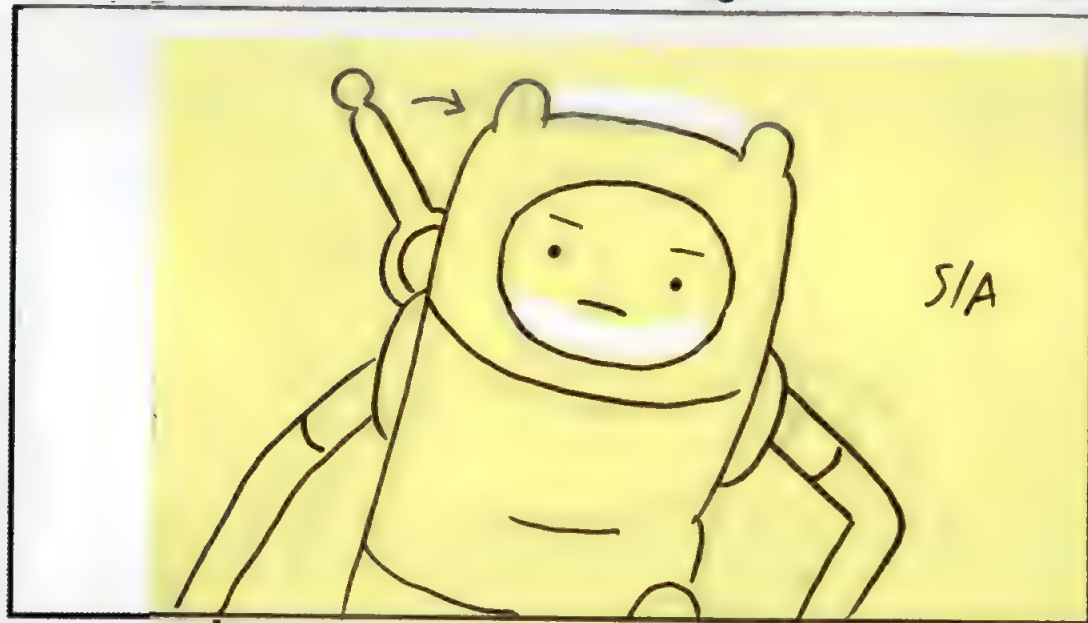
Page 154

1034/212

Sc. 98 CONT Pnl. E

Bg.

day night



Dialog:

J/ Alright

Action/

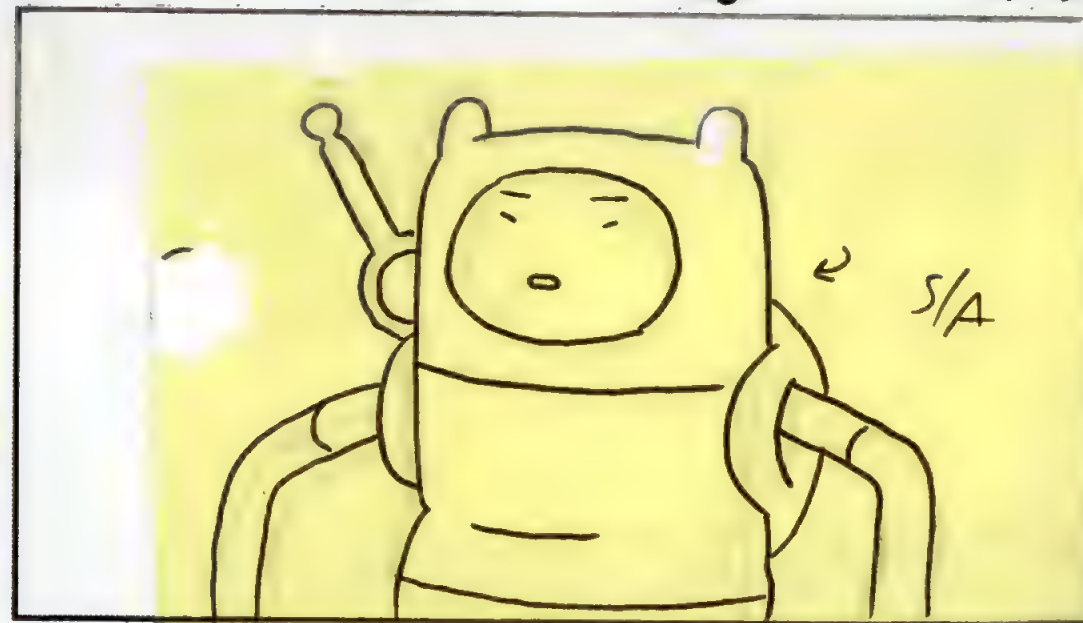
Finn sit on Jake

T

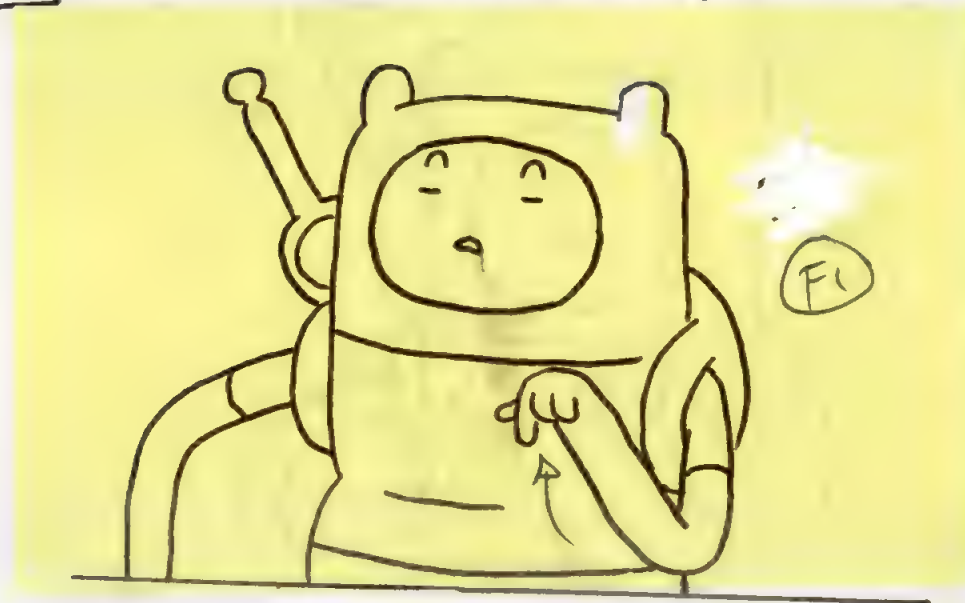
Sc. 98 CONT Pnl. F

Bg.

day night



F/ Listen Marc. I can barely control this guy.



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Production:

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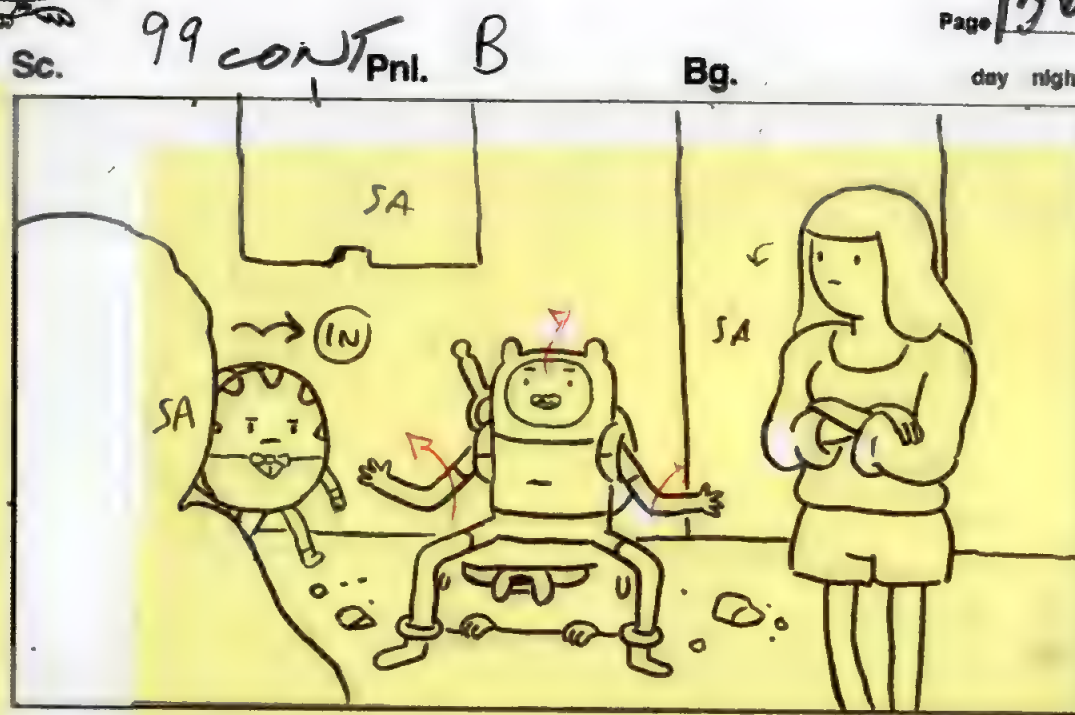
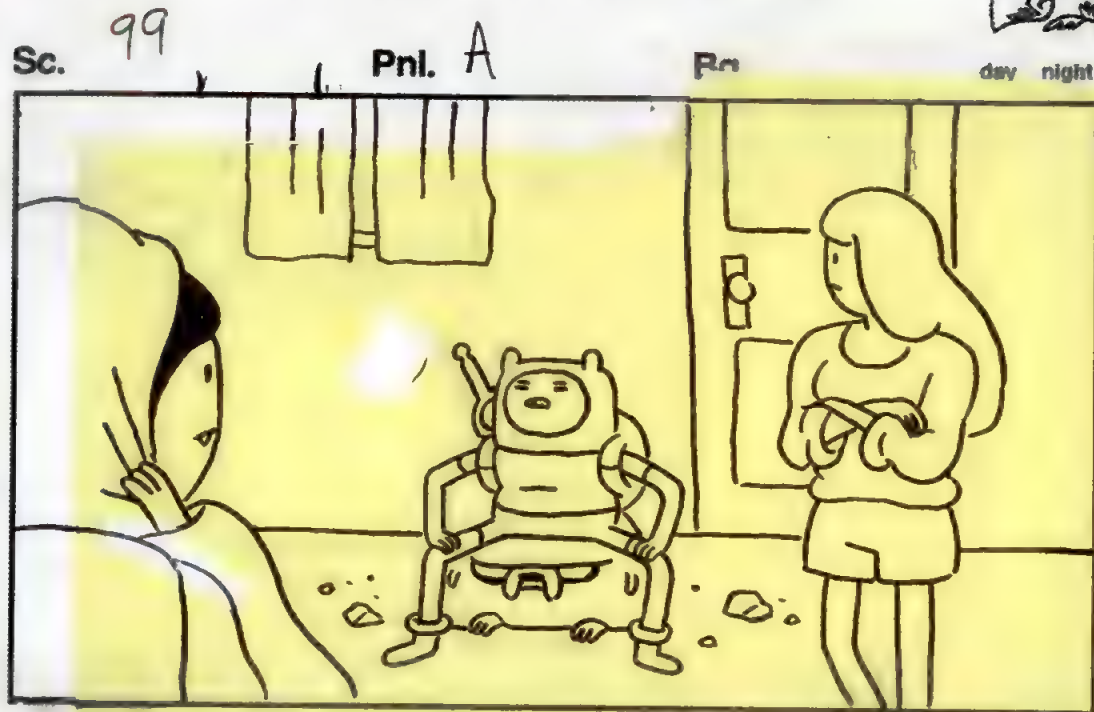
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ADVENTURE TIME



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F/ and the villagers are getting crazy.

② THEY WANNA RUN YOU OVER WITH A WAGON.



F/ I'm offering you a way out.

-PEP. BUT WALKS ON/S

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Production:

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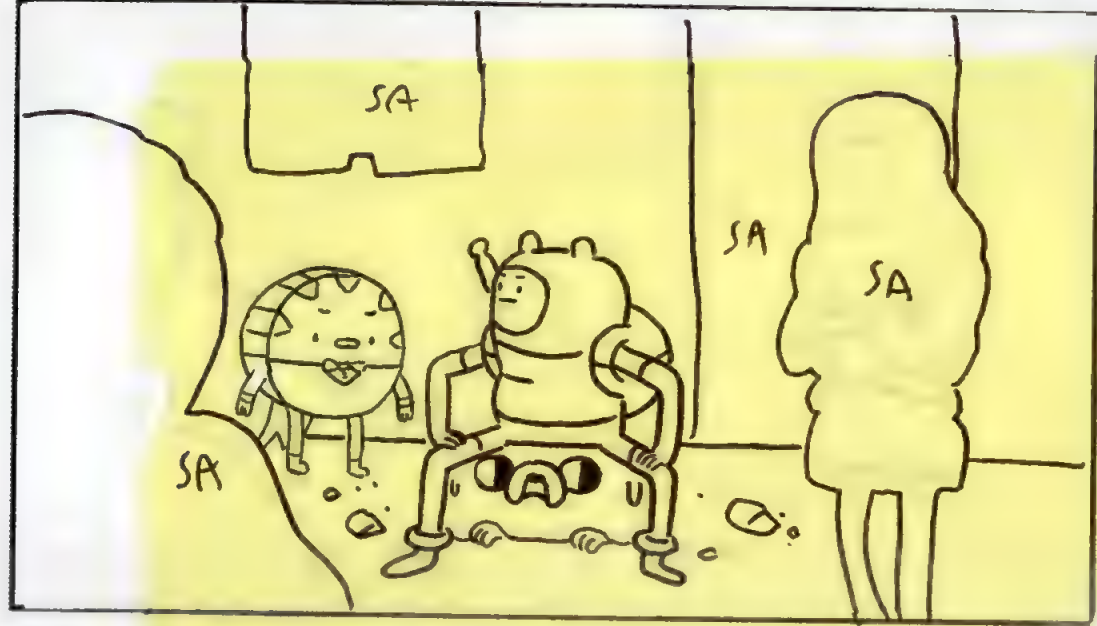
1034-212

1034/212

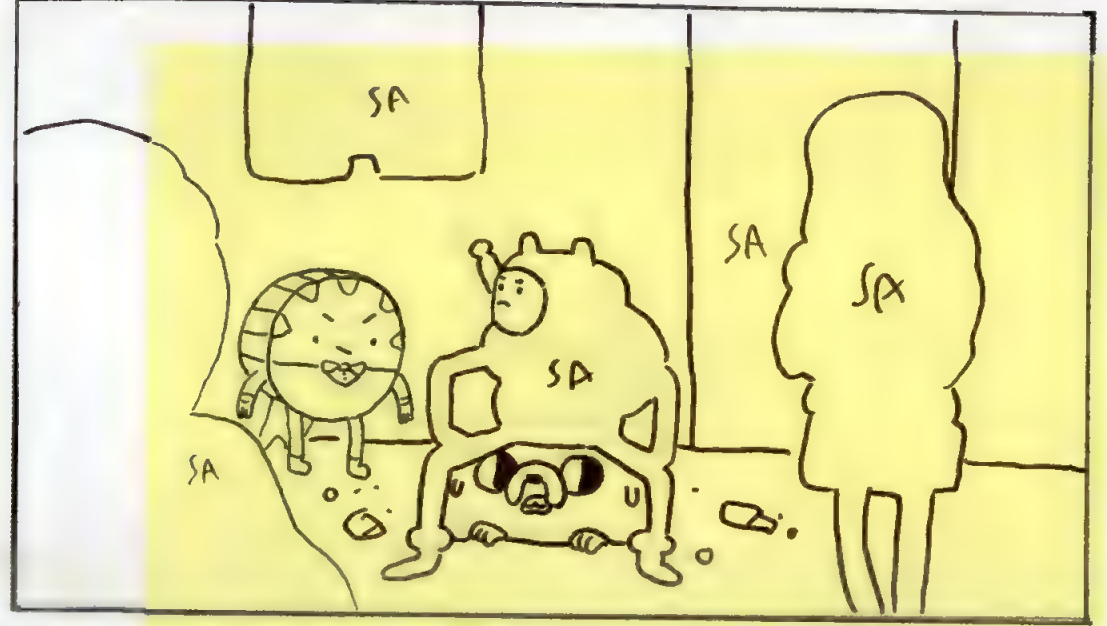
1034/212

1034/212

Sc. 99 CONT Pnl. C Bg. day night



Sc. 99 CONT Pnl. D Bg. day night

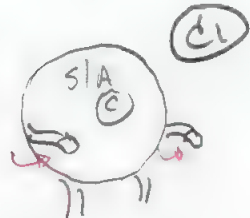


Dialog:

Pep But / Hey dillweeds
I just swept the
place.

Action:

Timing:



Jake / Sorry.

MAR 24 2015

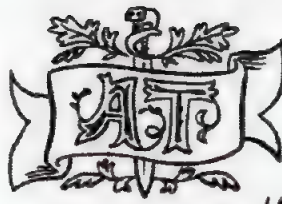
EPISODE #

Production:

HW
cut

1034-212

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ADVENTURE TIME

Page 158

Sc. 100

Pnl. A

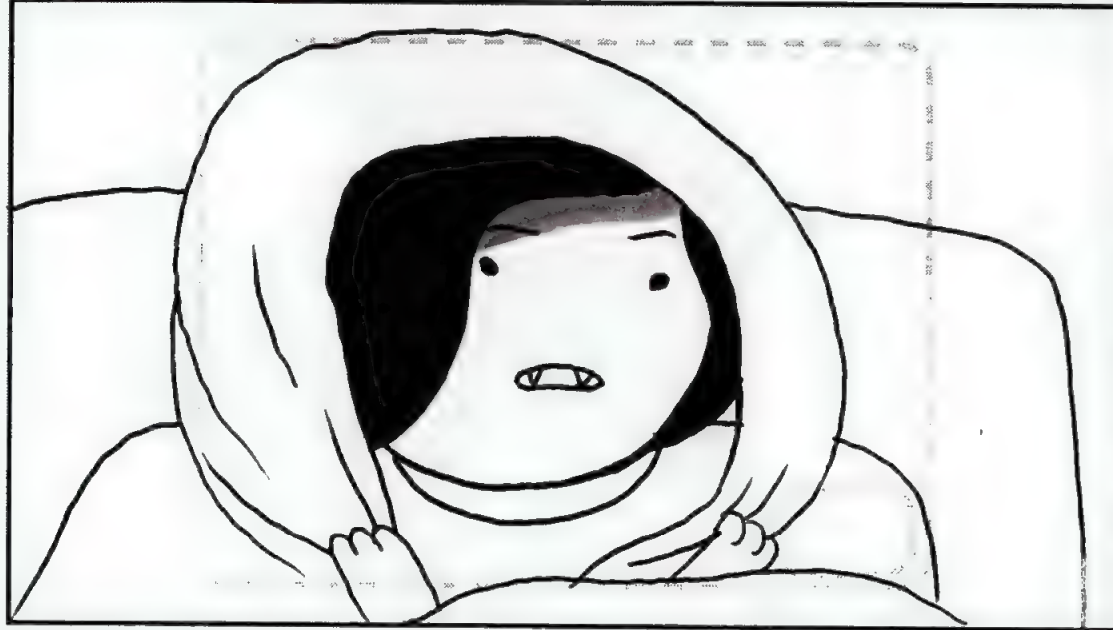
Bg.

day night

Sc. 100 CONT Pnl. B

Bg.

day night



Dialog:

Marceline/ ① Finn ② Be real ③ For a second.

Action:

Timing:



-M. PULLS DOWN BLANKET

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Production:

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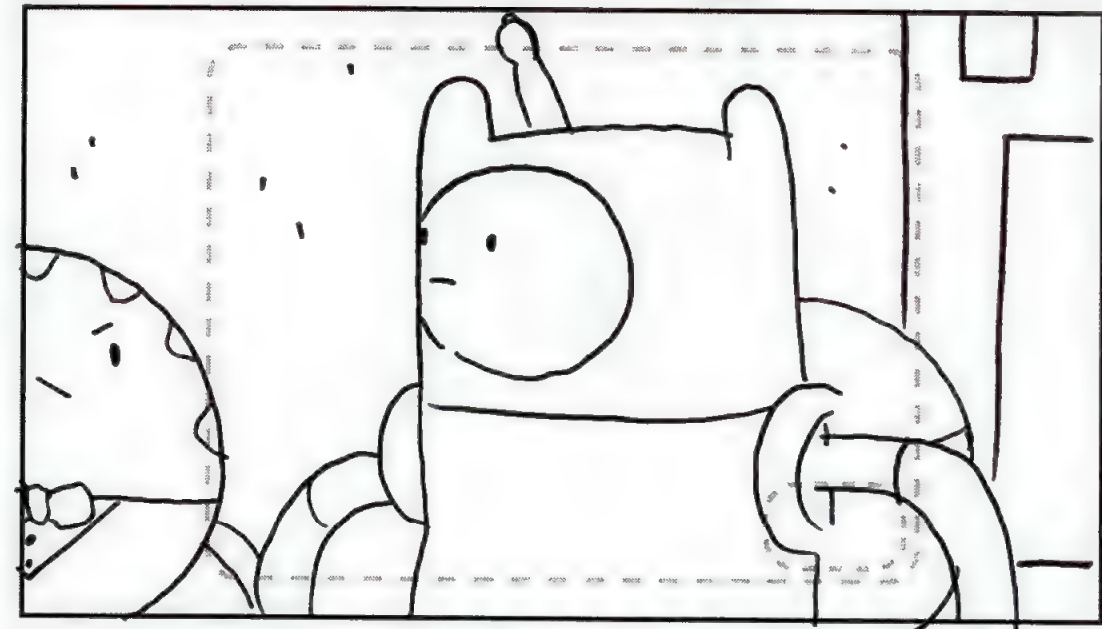
Cut

ADVENTURE TIME

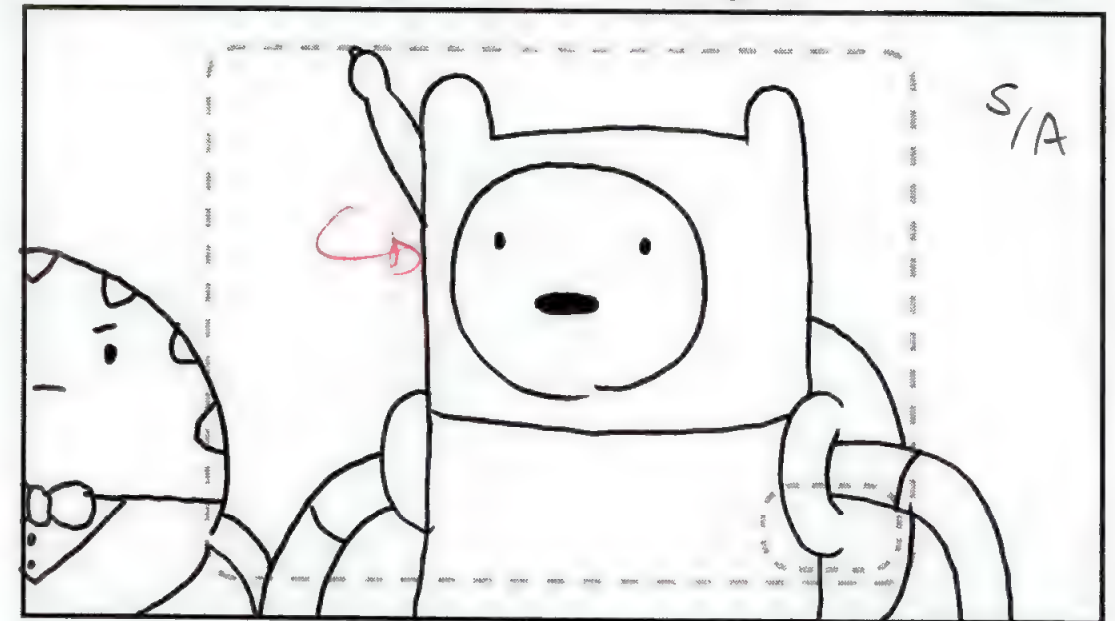


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Sc. 101 Pnl. A Bg. day night



Sc. 101 cont Pnl. B Bg. day night



Cut

S/A

Dialog:	(beat)	Finn! Alright.
Action:		
Timing:		

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Cut

ADVENTURE TIME



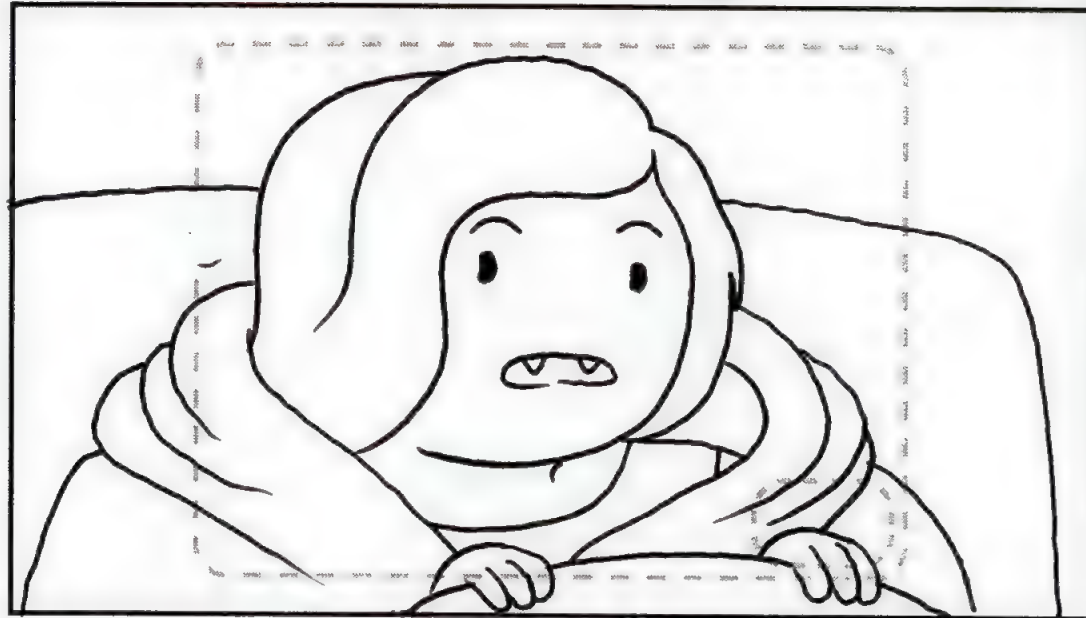
Page 160
day night

Sc. 102

Pnl. A

Bg.

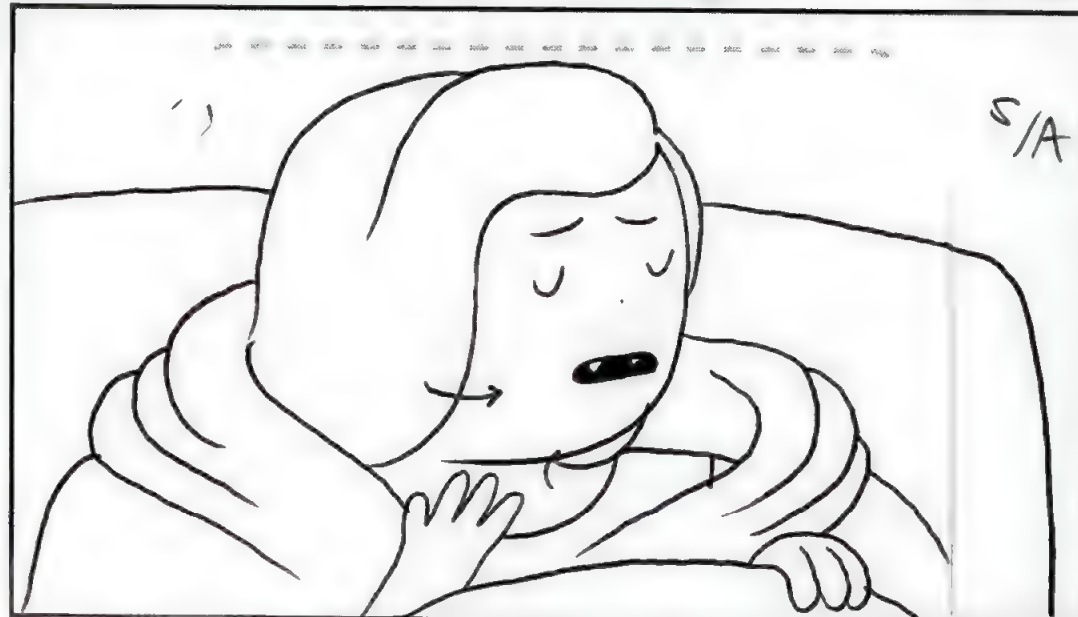
day night



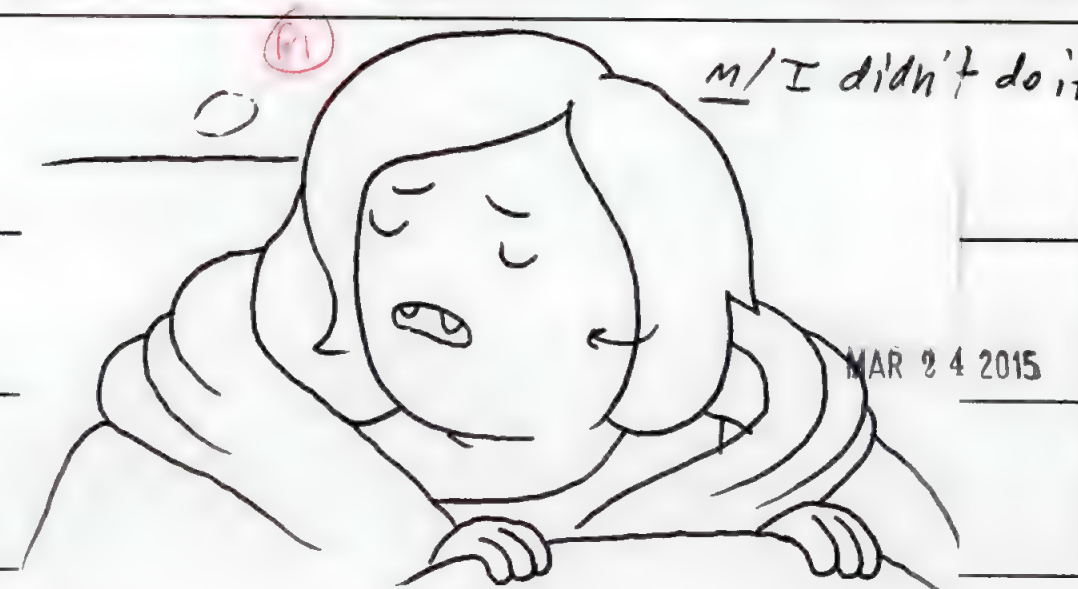
Sc. 102 CONT Pnl. B

Bg.

day night



M/ Look into my eyes, Mah.



M/ I didn't do it

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1034/212

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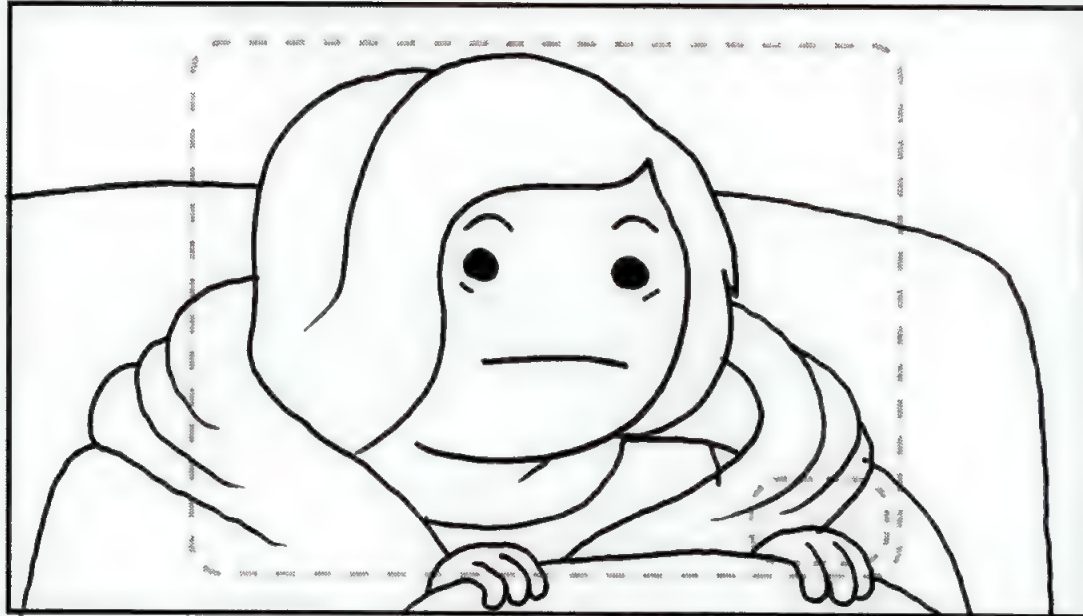
ADVENTURE TIME



Sc. 102 CONT Pnl. C

Bg.

day night



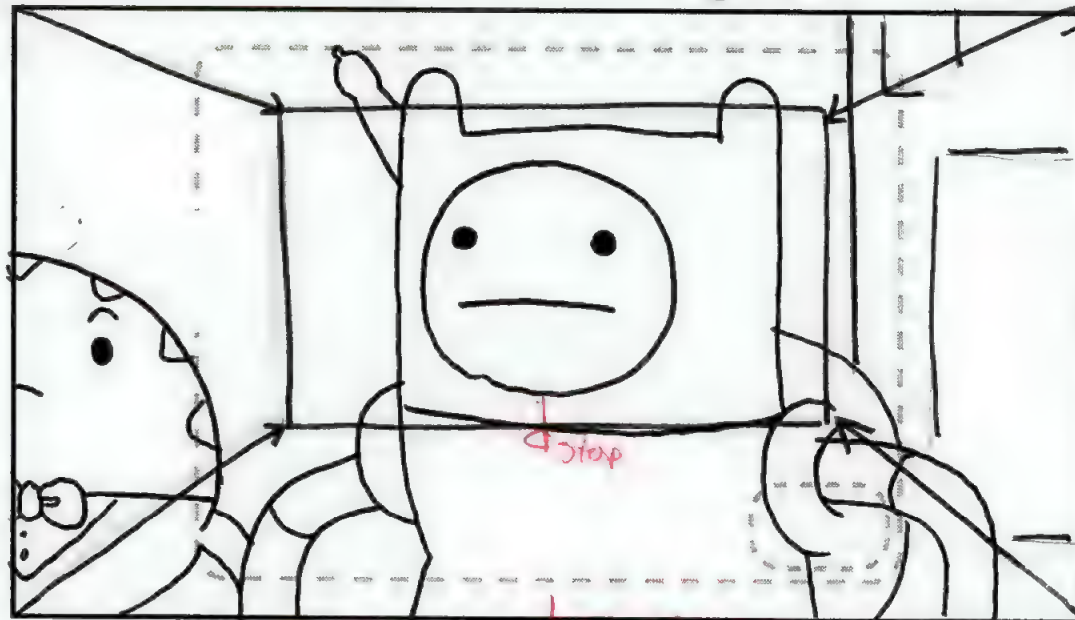
Sc. 103

Pnl. A

Bg.

Page 161

day night



Dialog:

Action:

Timing:

MAR 24 2015

Truck in on Finn's face
Peppermint Butler glances back and forth



cut

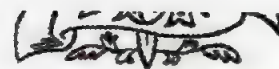
EPISODE #

Production:

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Sc.

Pnl.

Bg.

day night

Sc.

104

Pnl. A

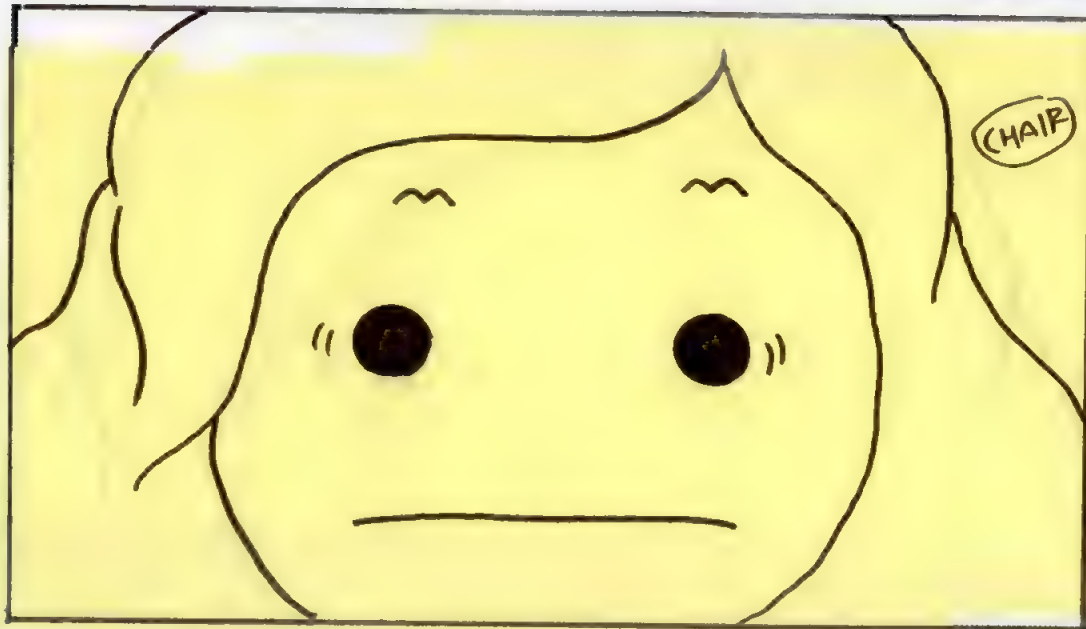
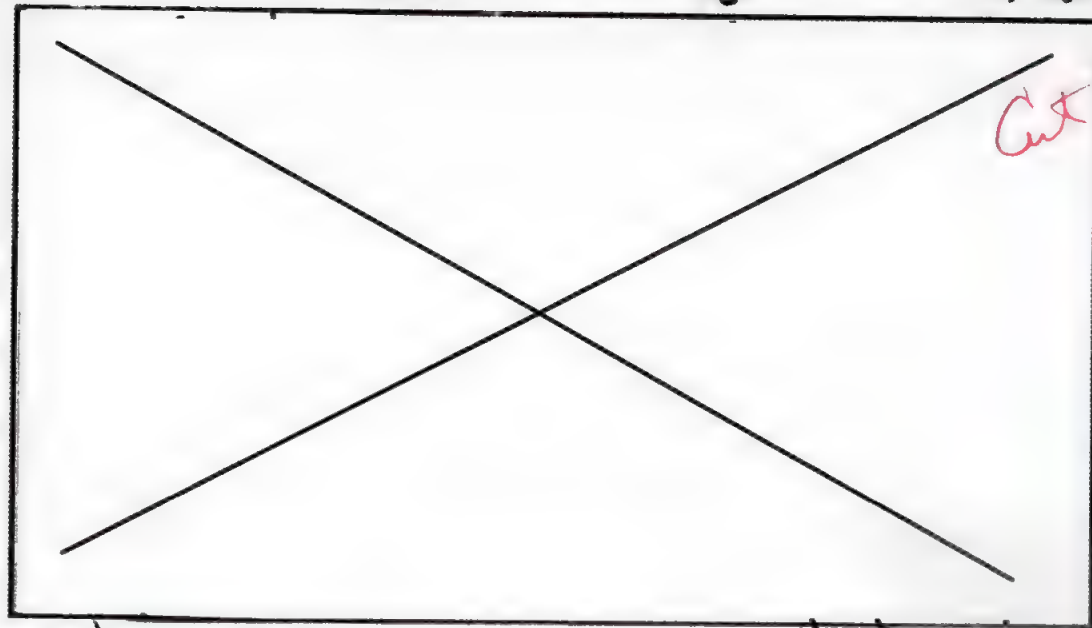
Bg.

Page

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day night

Cut



Dialog:

Action:

Timing:

- Marcelines eyes
quivering

MAR 24 2015

Production:

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ADVENTURE TIME



Page **163**

Sc. 105

Pnl. A

Bg.

day night

Sc. 105 *CONT* Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- Finn slowly squints eyes

MAR 24 2015

BREAKDOWN POSE,
ANIMATE THROUGH POSE →



Cut

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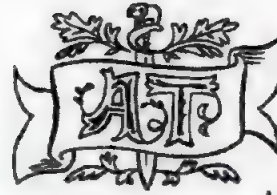
EPISODE #

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ADVENTURE TIME



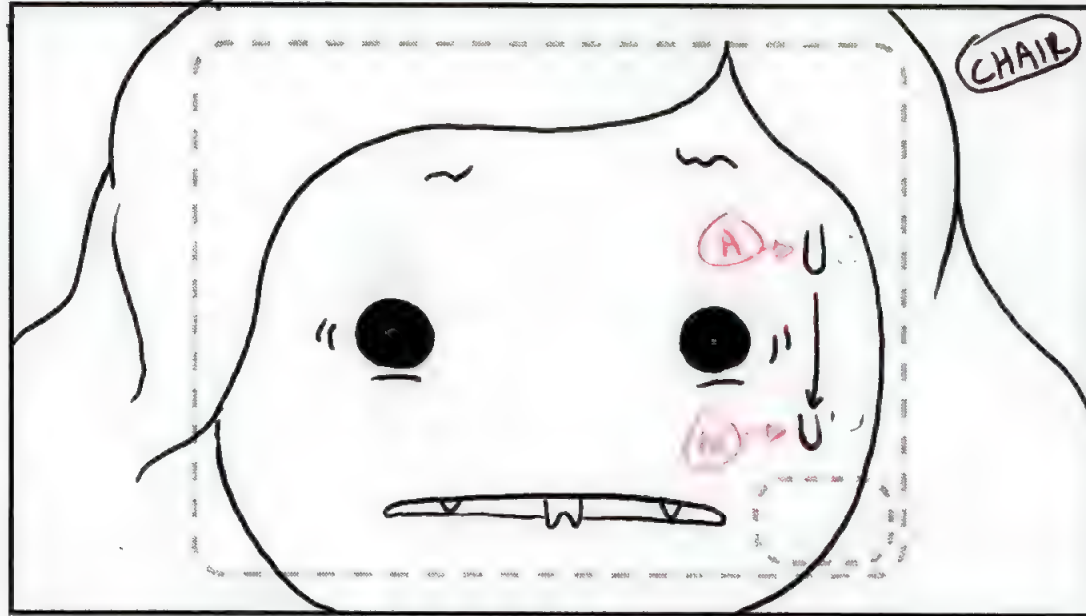
Page 164

Sc. 106

Pnl. A

Bg.

day night

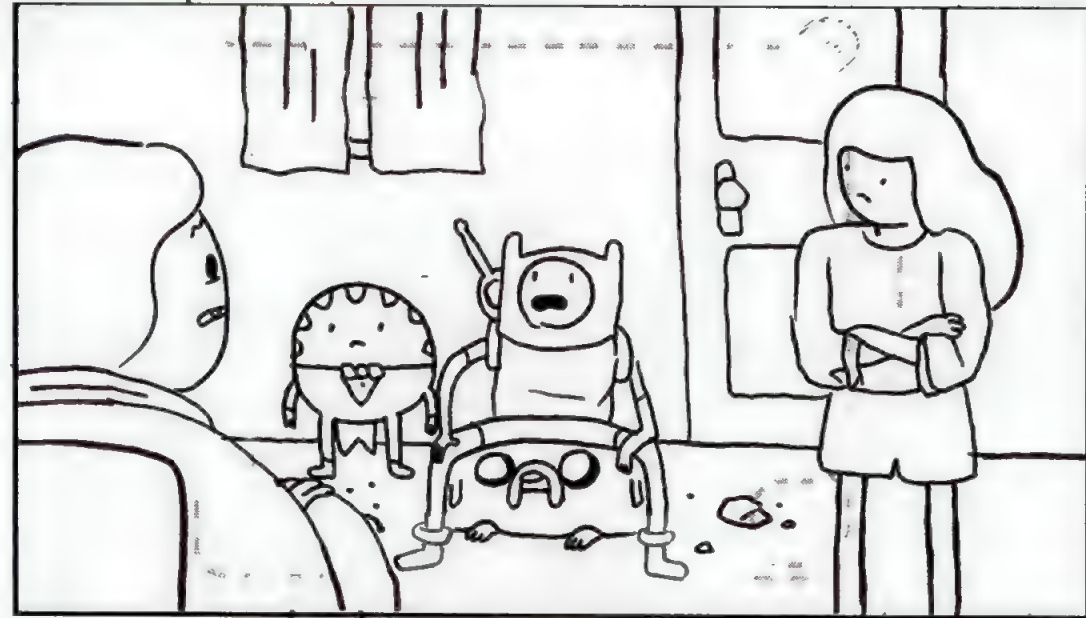


Sc. 107

Pnl. A

Bg.

day night



EPISODE # 1034-212
1034/212

Dialog:

Finn to be honest it looks like you're not sure if you did it.

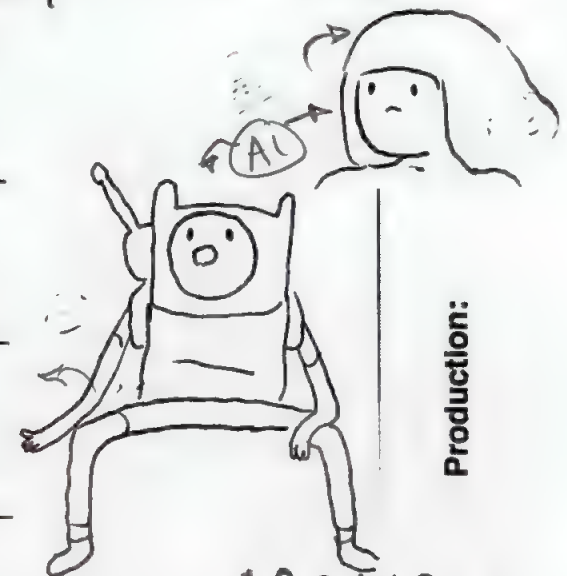
Action:

- bead of sweat drips
- eyes quiver

- PB look at Marceline

MAR 24 2015

Timing:

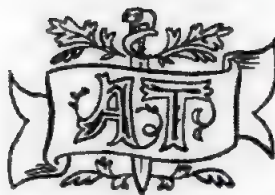


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ADVENTURE TIME



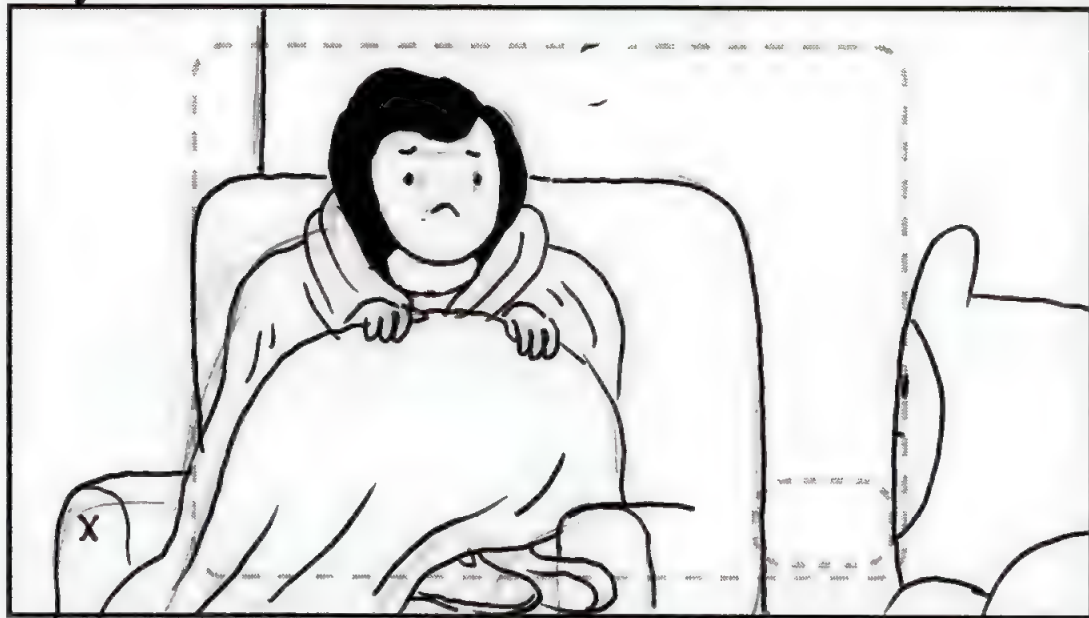
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Sc. 108

Pnl. A

Bg.

day night

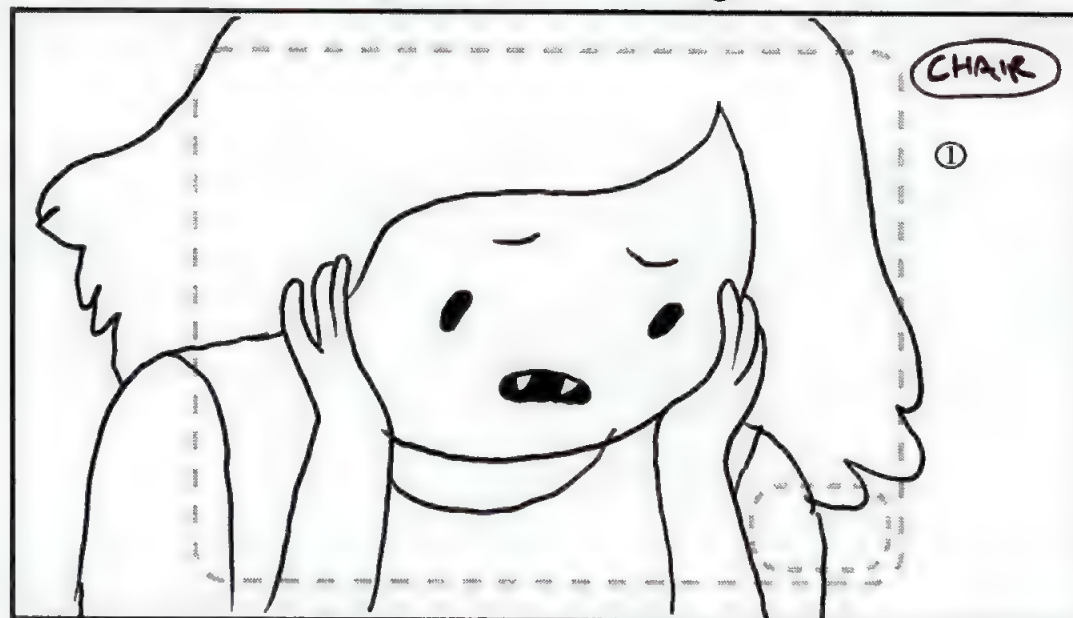


Sc. 109

Pnl. A

Bg.

day night



Dialog:

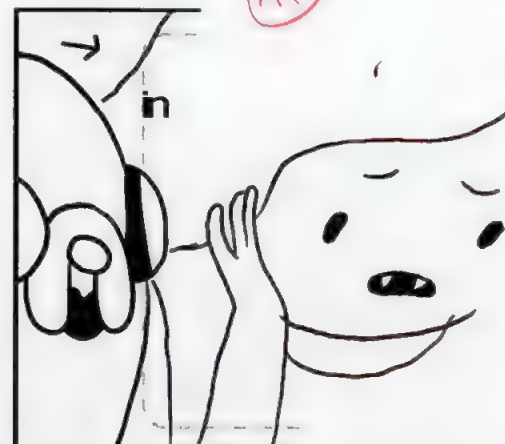
Marceline ① OK ② I'm not sure.

③ something weird happened last night.

M I had a weird dream about stuff

Action:

Tim



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ADVENTURE TIME



Page

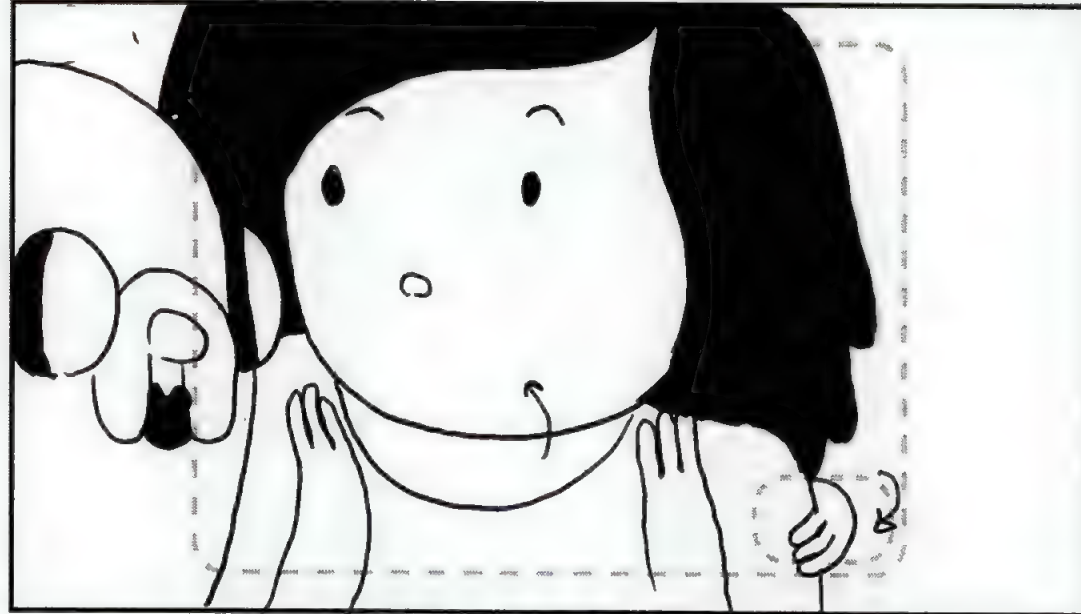
166

the
Cut

Sc. 109 *CONT* Pnl. B

Bg.

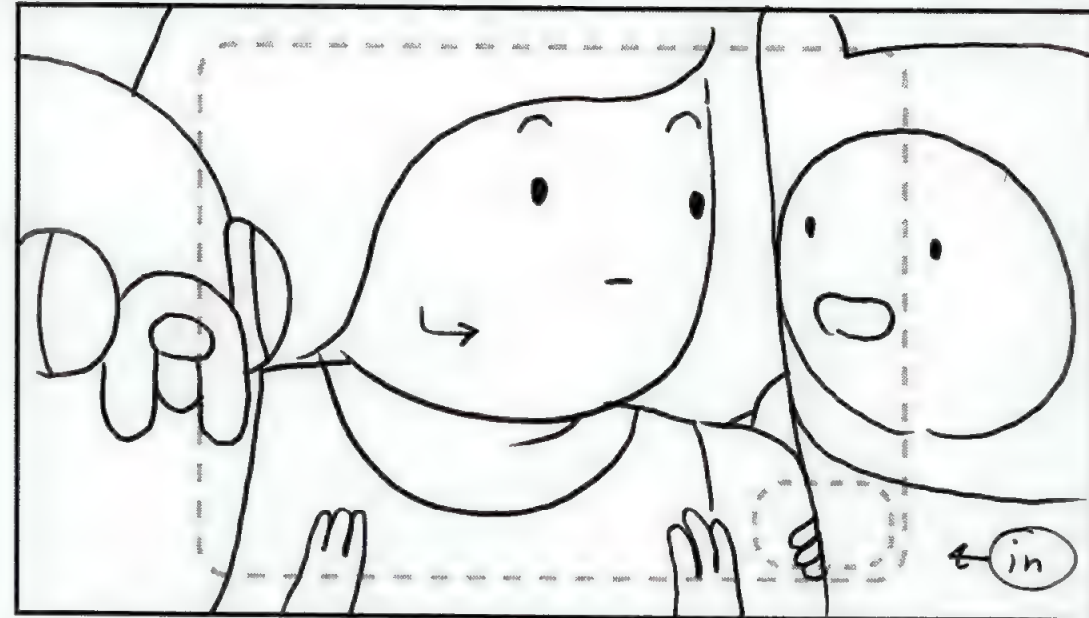
day night



Sc. 109 *CONT* Pnl. C

Bg.

day night

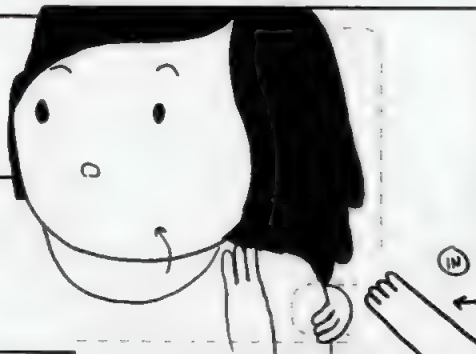


Dialog:

Jake! Dream stuff always means
something!

Finn We'll figure this out, Marci!
together

Action:



(B)

MAR 24 2015

Timing:

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Production:

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W
Cont

ADVENTURE TIME



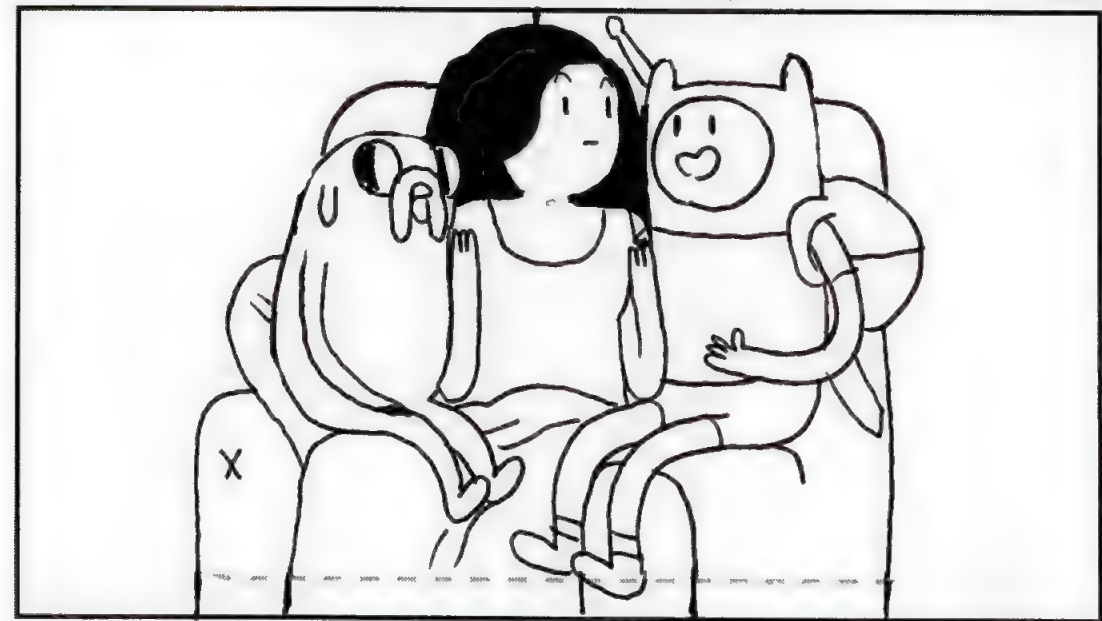
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Sc. **110**

Pnl. **A**

Bg.

day night

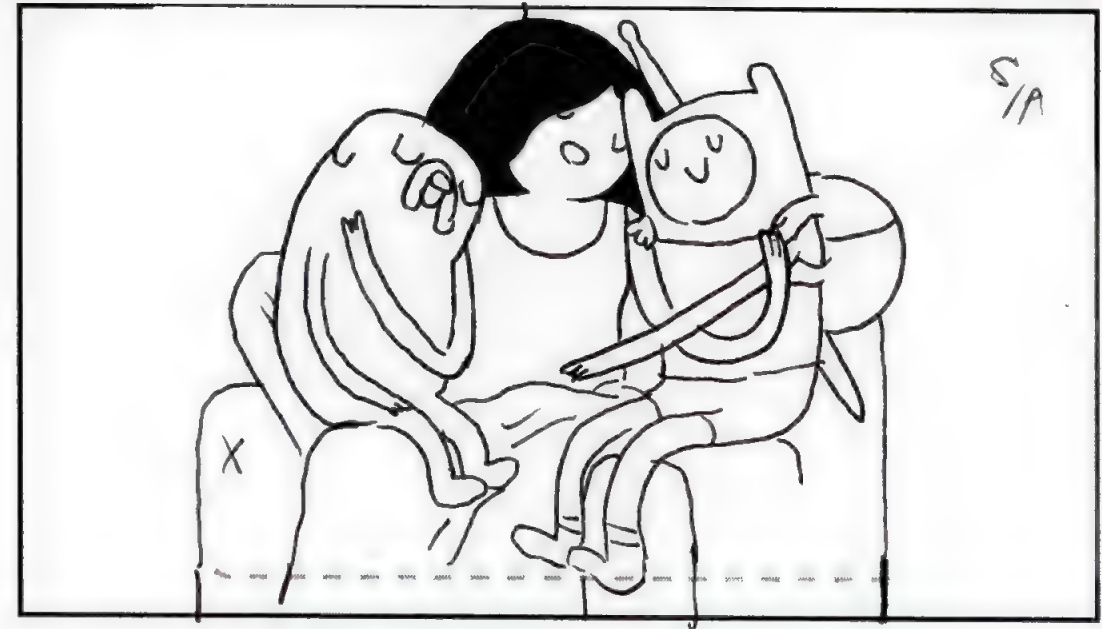


Sc. **110** *cont*

Pnl. **B**

Bg.

day night



Dialog:

Finn We promise!

Marceline Thanks Finn.

Action:

Timing:

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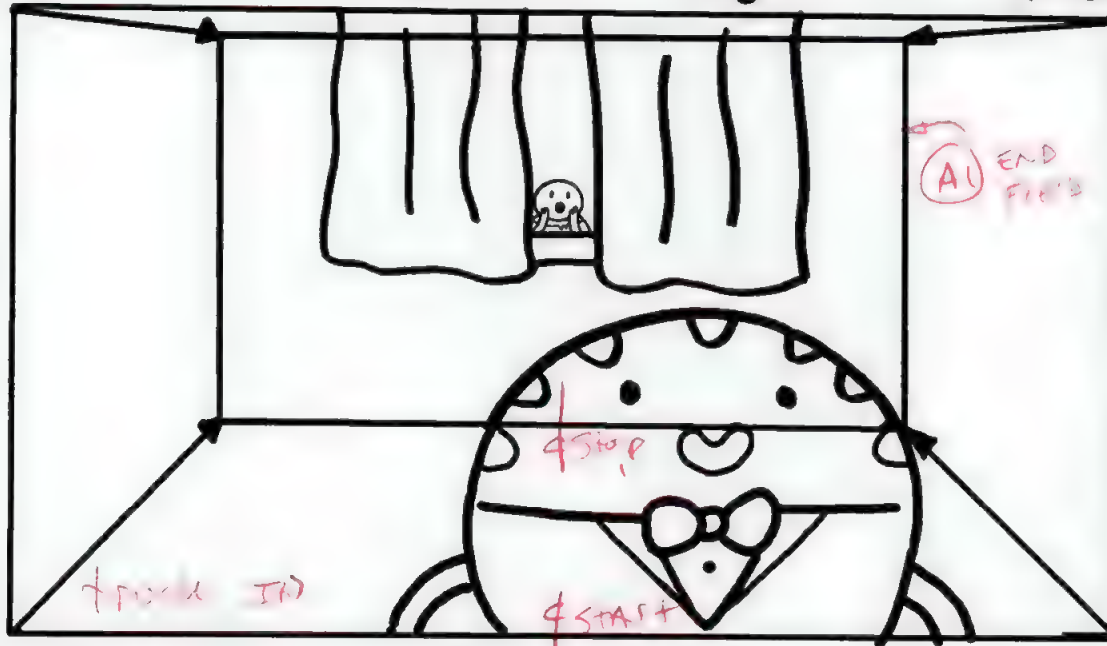
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Sc. 111

Pnl. A

Bg.

day night

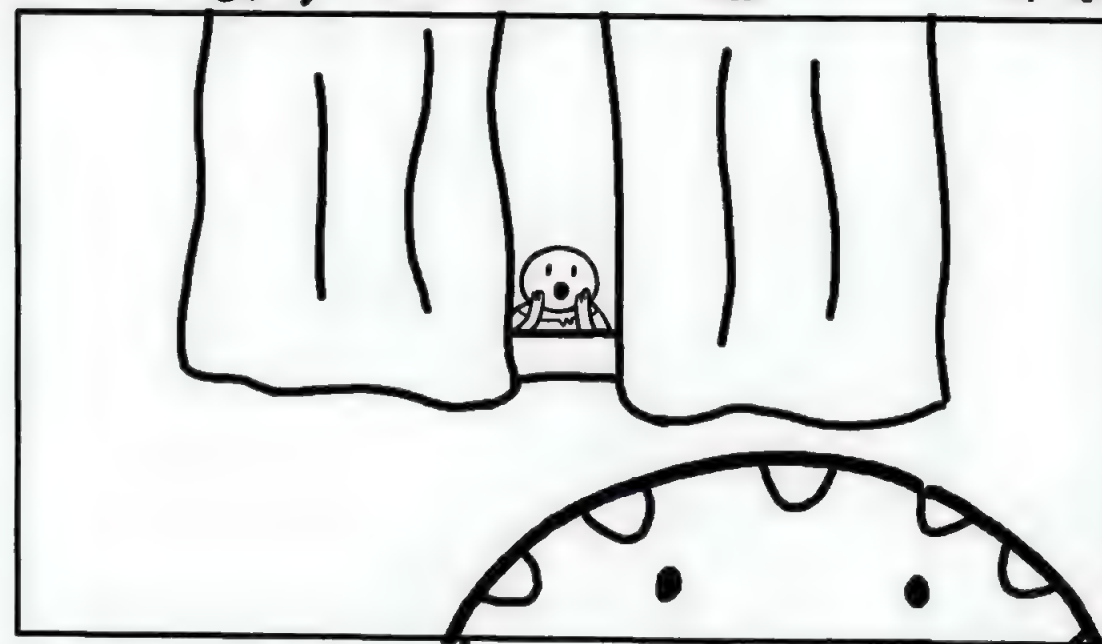


Sc. 111 CONT

Pnl. B

Bg.

day night



Dialog:

Pep But / that's cool
YOU guys

Action:

-TRUCK IN ON WINDOW BEHIND PEP-BUT.

Timing:

P But / But clean up this
mess also, you bums.

MAR 24 2015

-SHALLOT MAN WATCHES IN SHOCK

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Production:

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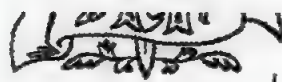
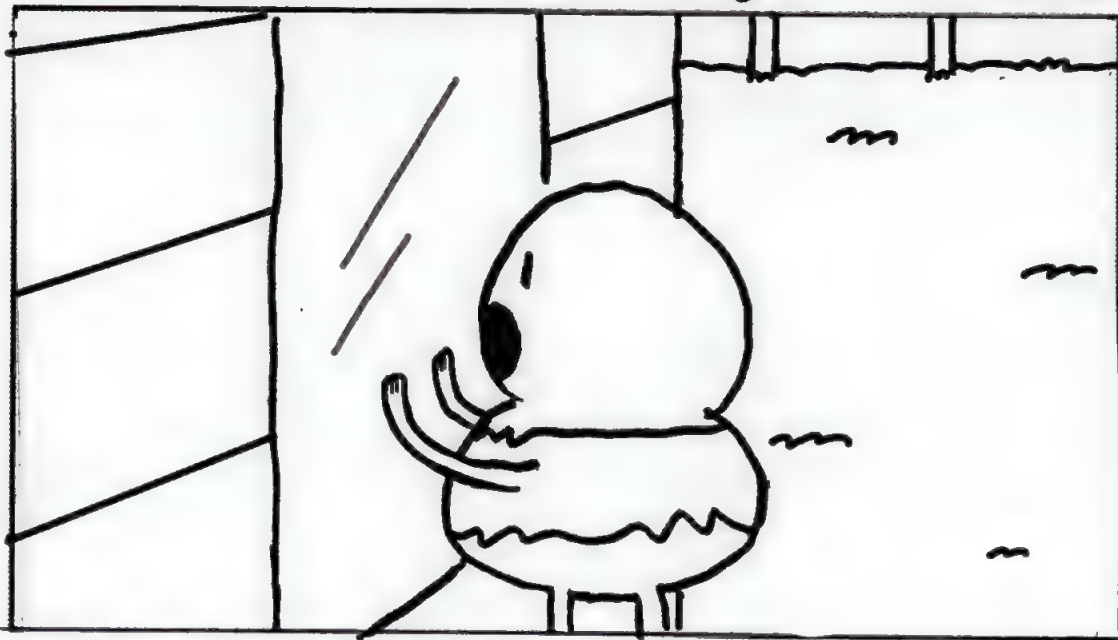
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Sc. 112

Pnl. A

Bg.

day night



Sc. 112 cont

Pnl. B

Bg.

day night



BG
SLA

Dialog:

Action:

Timing:



(A)

SM! He's a Gob Gleebin
Vampire hugger!

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Production:

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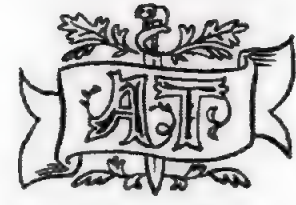
1034/212

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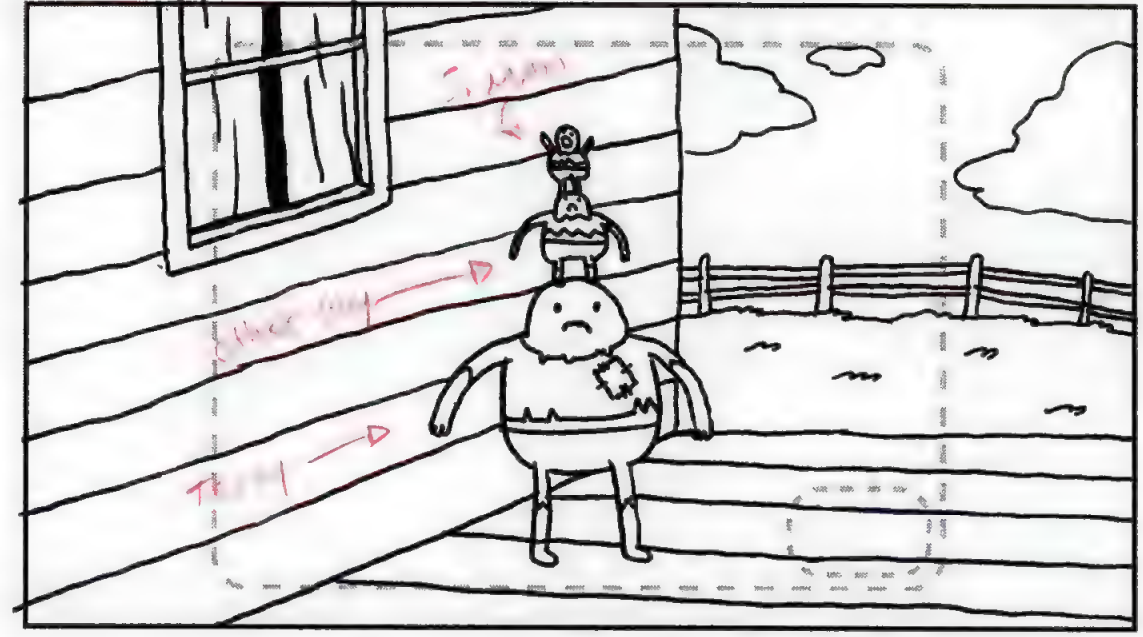
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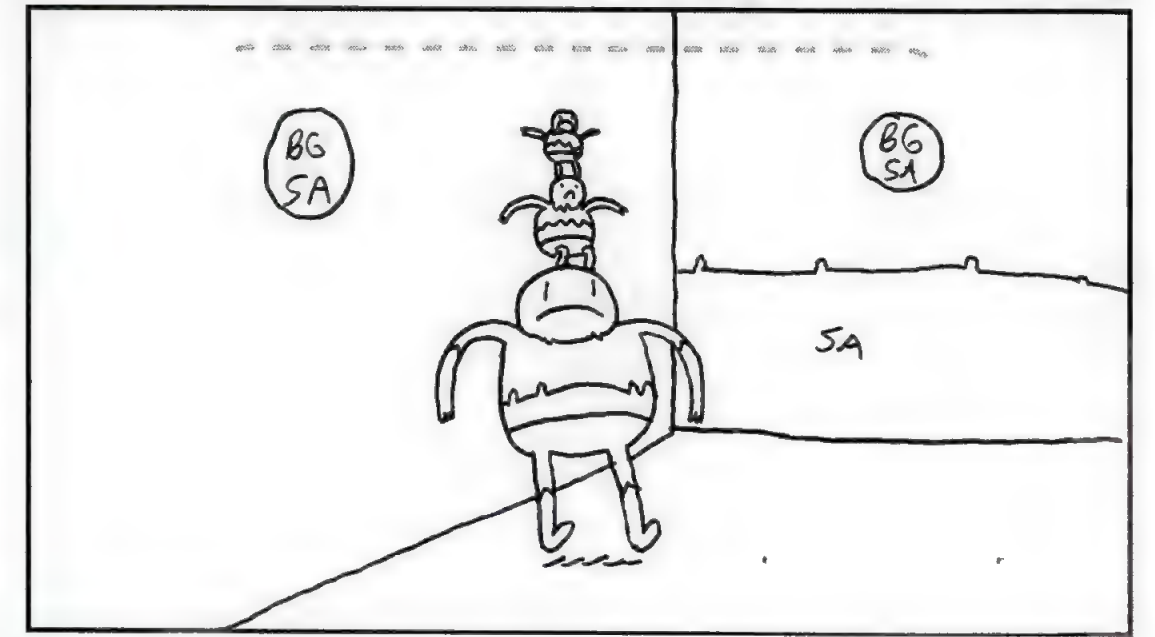


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Sc. **113** Pnl. **A** Bg. day night



Sc. **113 cont** Pnl. **B** Bg. day night



Dialog: <u>Shallot Man!</u> We gotta tell the town!		<u>SM!</u> BOOK IT TERRY!	
Action:	STACK of VILLAGERS		
Timing:	MAR 2 4 2015		

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EPISODE #
1034/212
Production:

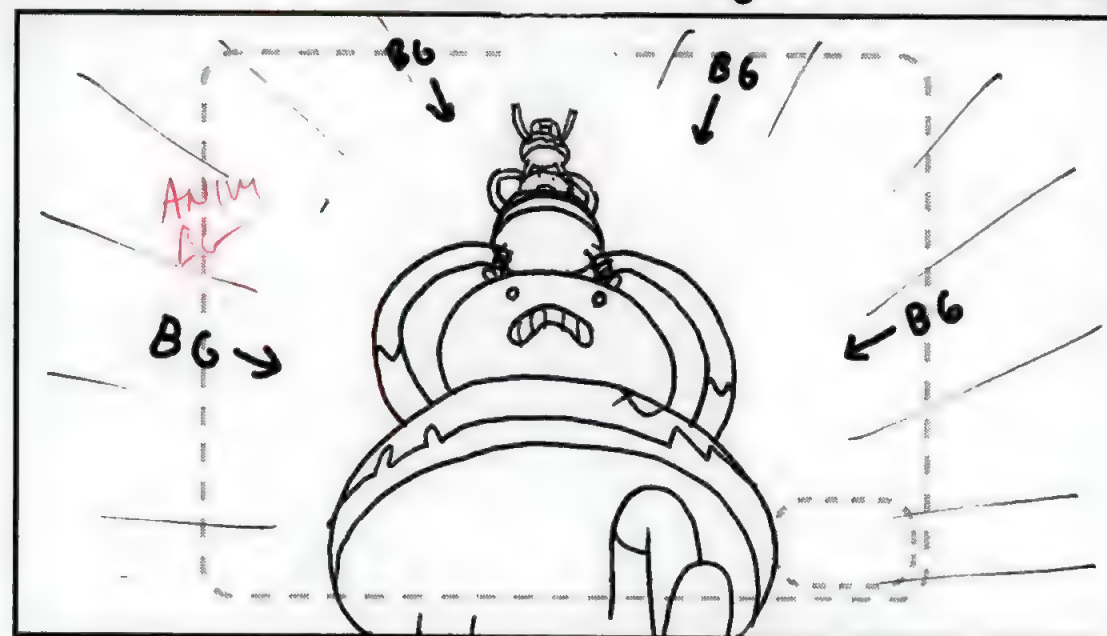
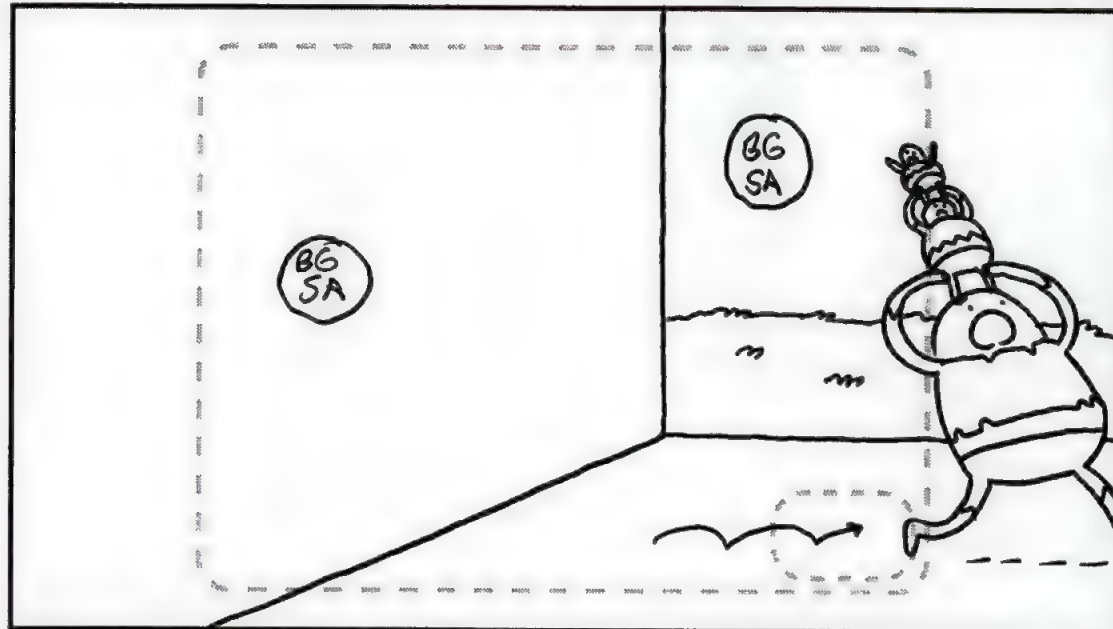
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ADVENTURE TIME



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Sc. **113 cont** Pnl. **C** Bg. day night Sc. **114** Pnl. **A** Bg. day night



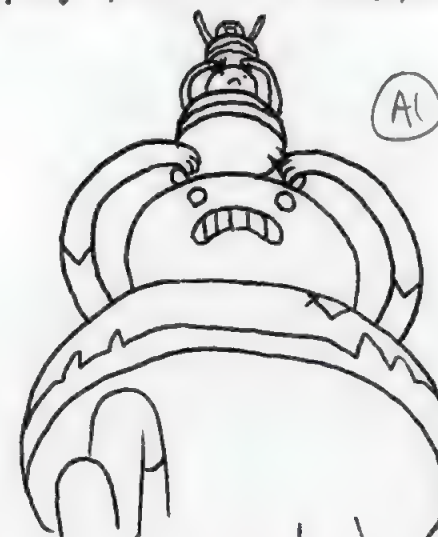
Dialog:

Action:

-TERRY RUNS OFF/S

Timing:

Shallot Man/ RUN TERRY RUNNN!!



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EPISODE #

Production:

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1034/212

ADVENTURE TIME



Curt

Sc. **115**

Pnl. **A**

Bg.

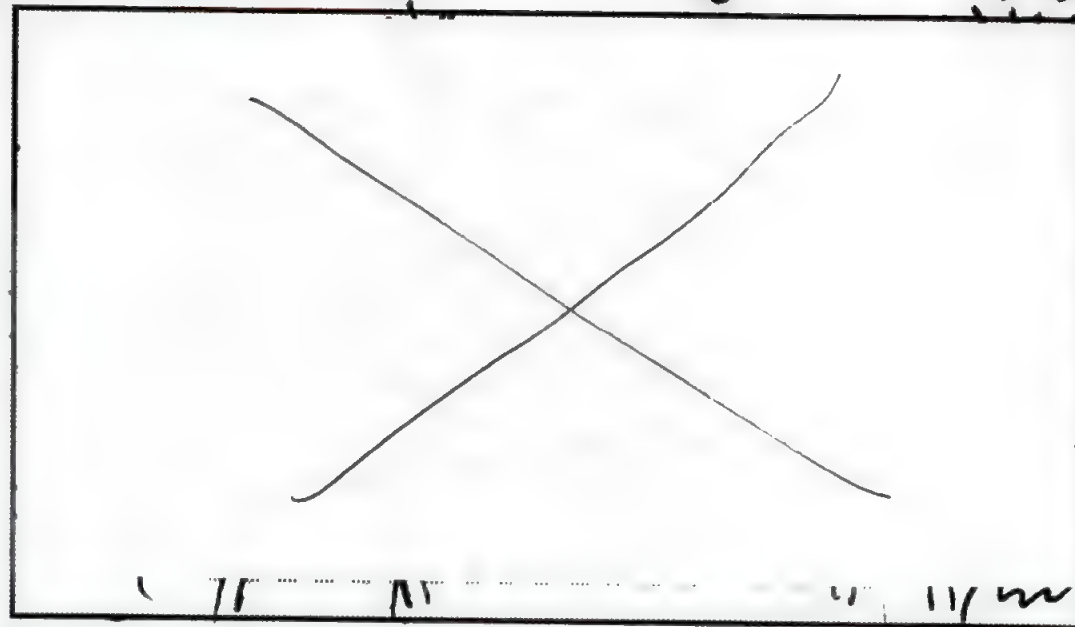
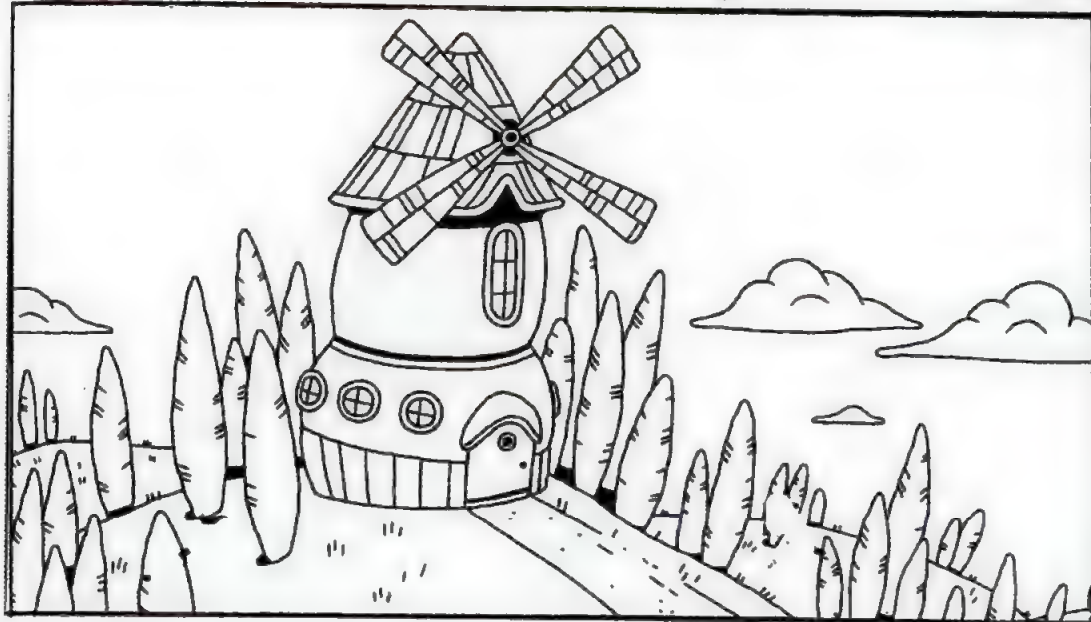
day night

Sc.

Pnl.

Bg.

Page **172**
day night



Dialog:

(W)
Cubhouse Sandy How long do
we have to

Action:

Timing:

MAR 24 2015

Production:

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1034/212

1034/212

Sc. 116

Pnl. A

Bg.

day **night**

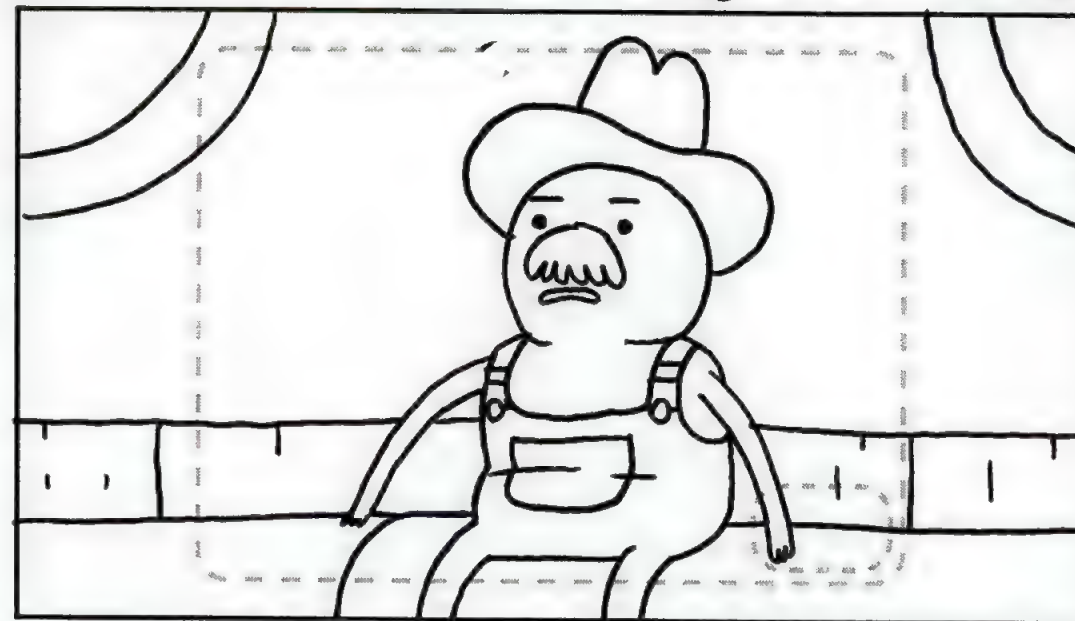
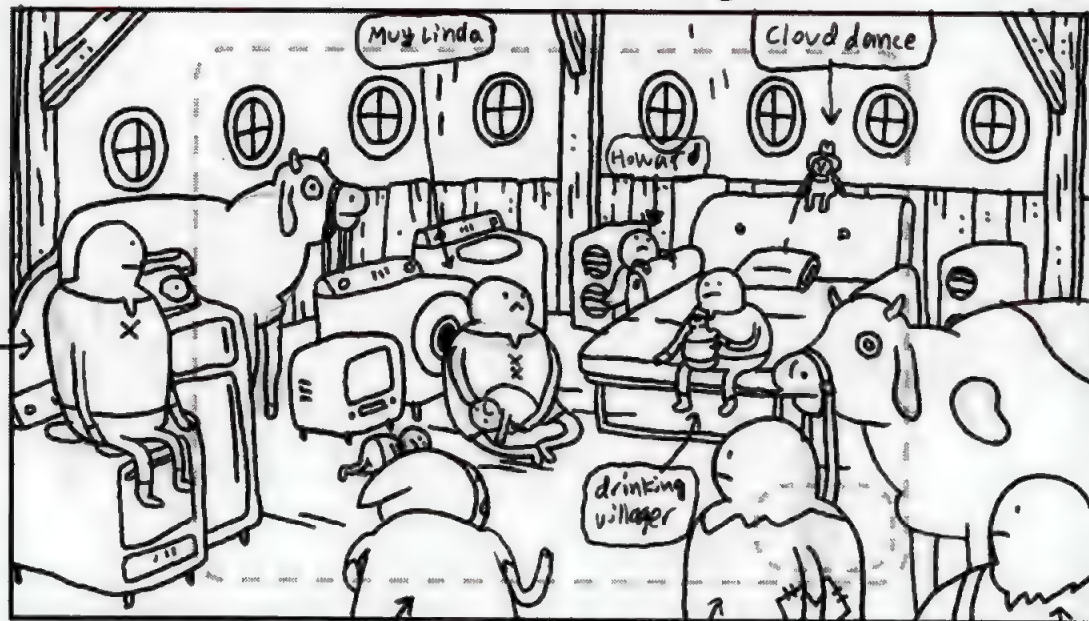
Sc. 117

Pnl. A

Bg.

day **night**

sensei
pavi



Dialog:

clubhouse
sandy

seed
man

handy
Marcus

Clubhouse

Sandy : stay in the laundry house, Cloud Dance?

Action:

(INT. FROM "THE MONSTER")

Timing:

Cloud Dance / until Finn and Jake avert the threat.



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10341273

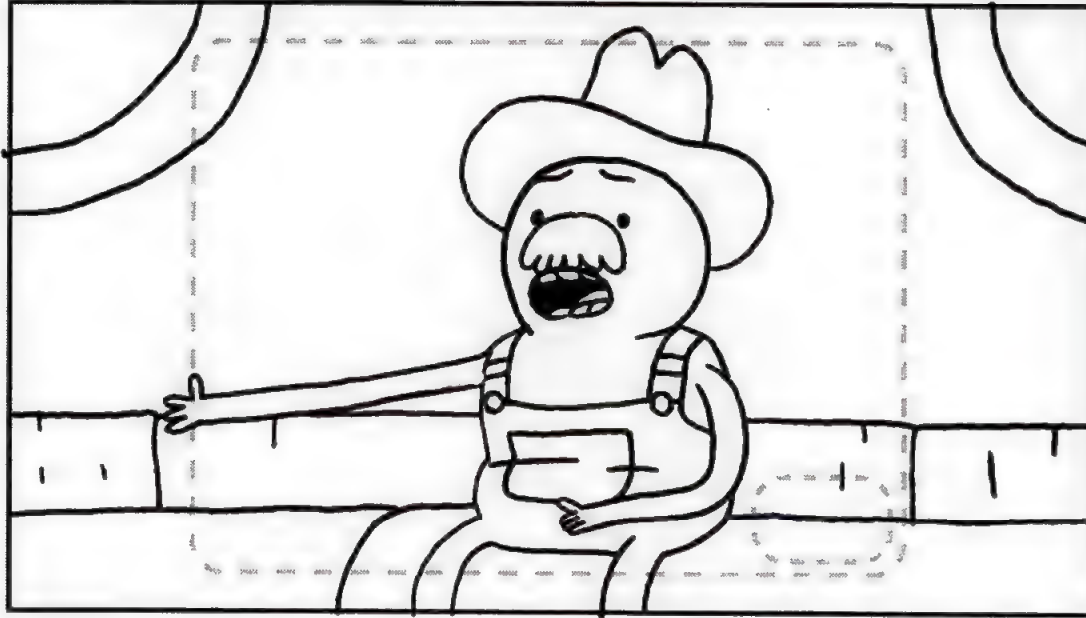
100

ADVENTURE TIME

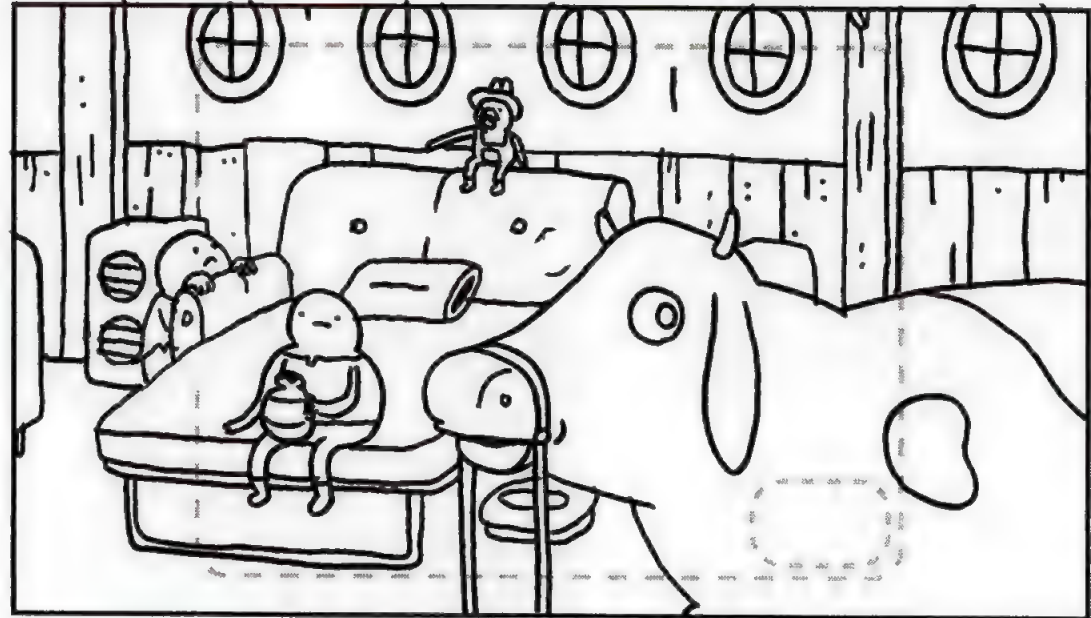


Page **174**

Sc. **117 cont** Pnl. **B** Bg. day night



Sc. **118** Pnl. **A** Bg. day night



Dialog:

CD/ We can't afford
to lose more livestock

Action:

Timing:



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1034/212

Production:

1034/212

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ADVENTURE TIME



Page **175**

Sc. **119**

Pnl. **A**

Bg.

day night

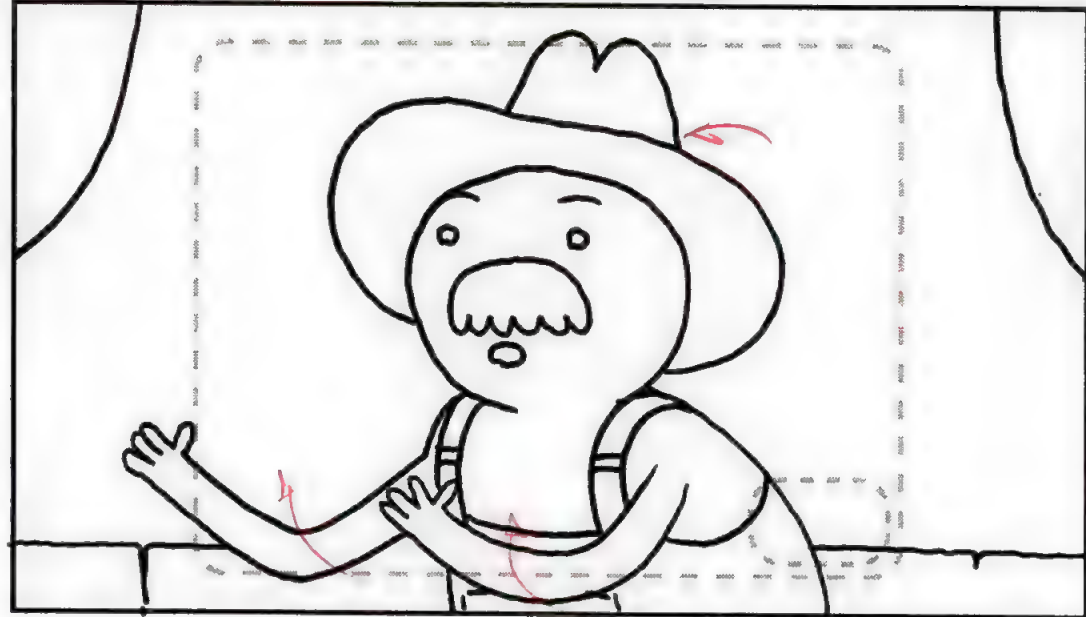


Sc. **120**

Pnl. **A**

Bg.

day night



Dialog:

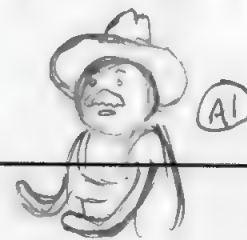
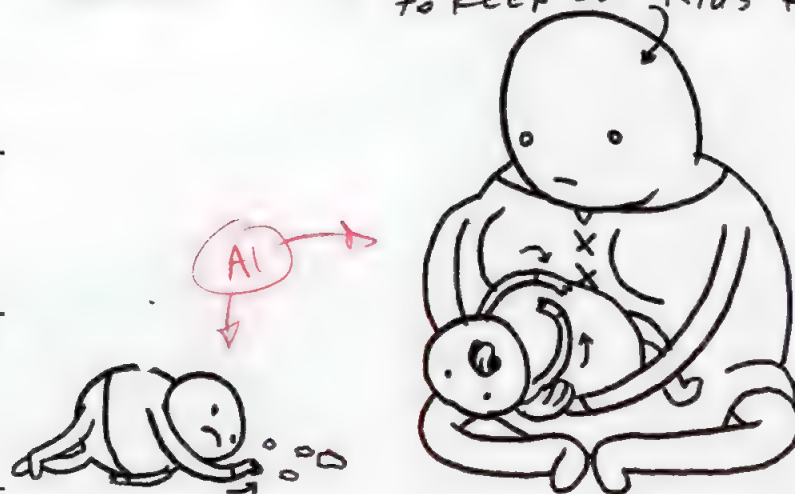
cloud Dance

! we're struggling as is to keep our kids fed

CD so you know let's just stay in here

Action:

Timing:



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Production:

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1034/212

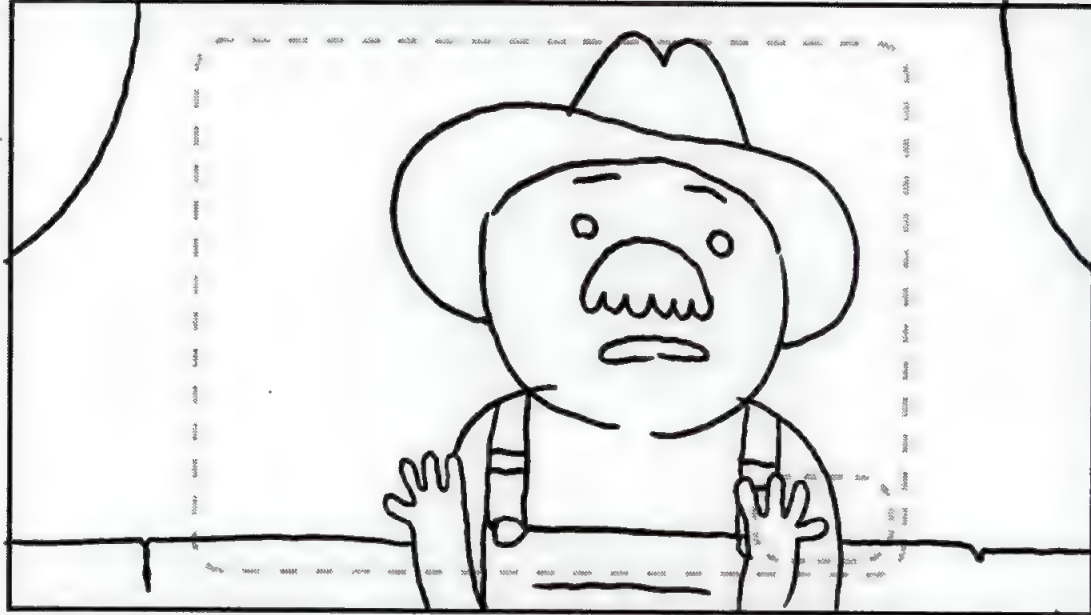
1034/212

ADVENTURE TIME



Page **176**

Sc. **120 CONT** Pnl. **B** Bg. day night



Sc. **121** Pnl. **A** Bg. day night



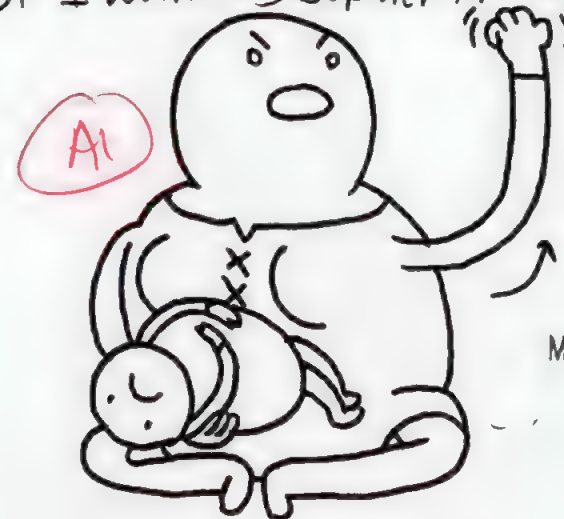
Dialog: CD / ① till the dirty vampyr
② gets what's comin' to her.

Action:

Timing:



Muy Linda / But I wanna bop her in the nose!



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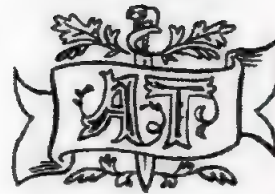
1034-212

1034/212

Production:

1034/212

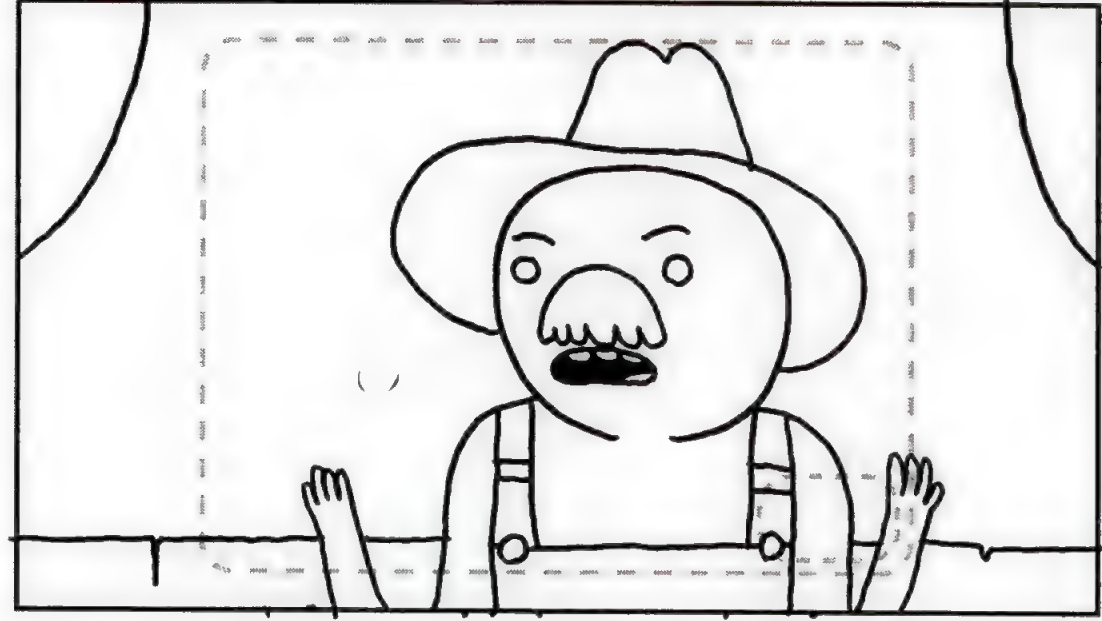
ADVENTURE TIME



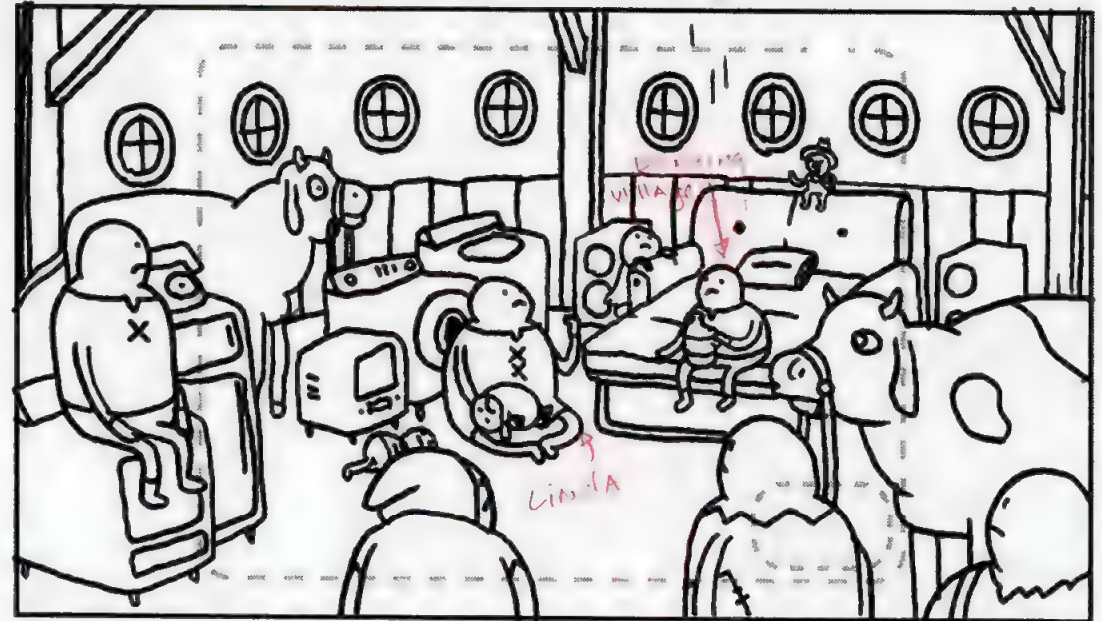
Hu
Ck

Page 177

Sc. 122 Pnl. A Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog: CD Hey now it's too dangerous ok?

Action:

Timing:

Cloud Dance / VS small towns . We gotta stay close!

(A1) (A2)

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Production:

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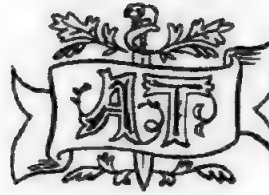
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1034/212

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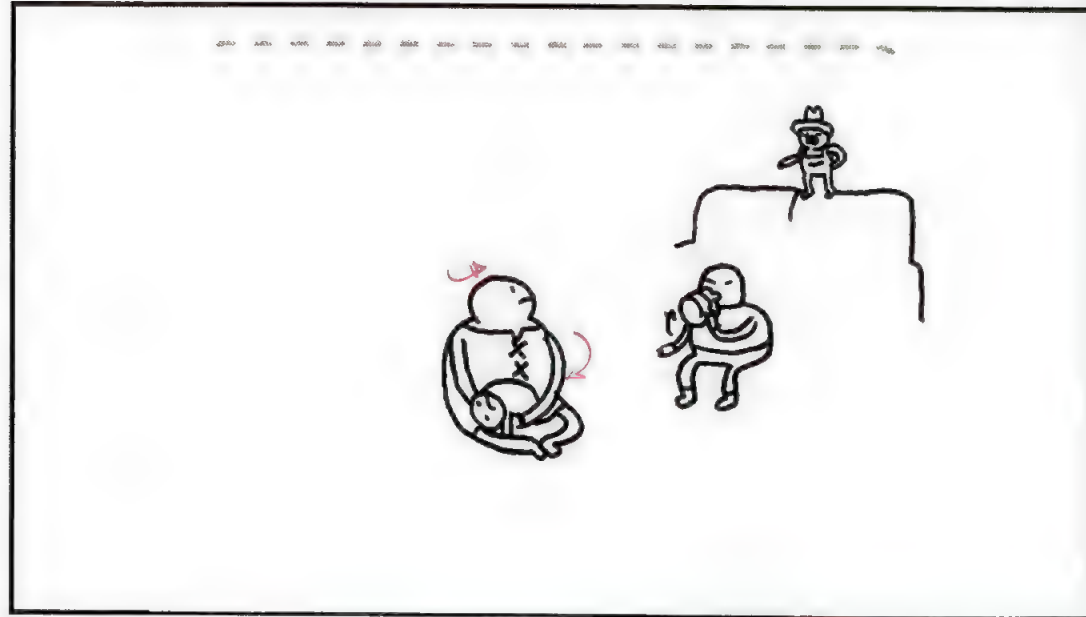
ADVENTURE TIME



Ho
Cut

Page **178**
day night

Sc. **123 cont** Pnl. **B** Bg.



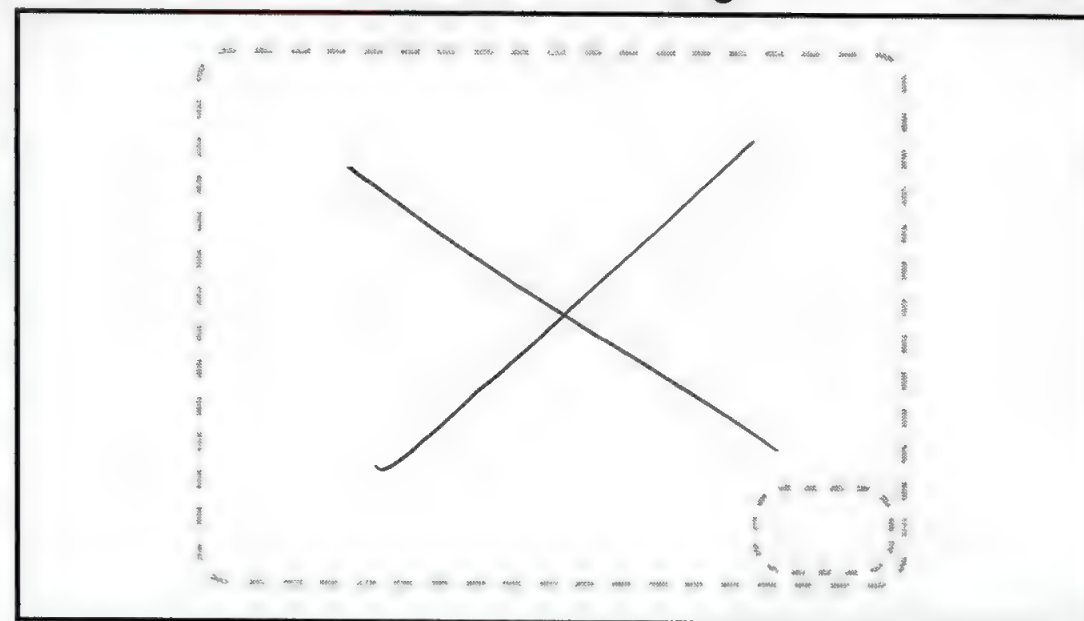
day night

Sc.

Pnl.

Bg.

day night



Dialog:
CD / ① each of us play a vital role
and I can't afford losing any of you.

Action:
B1 B2

Timing:

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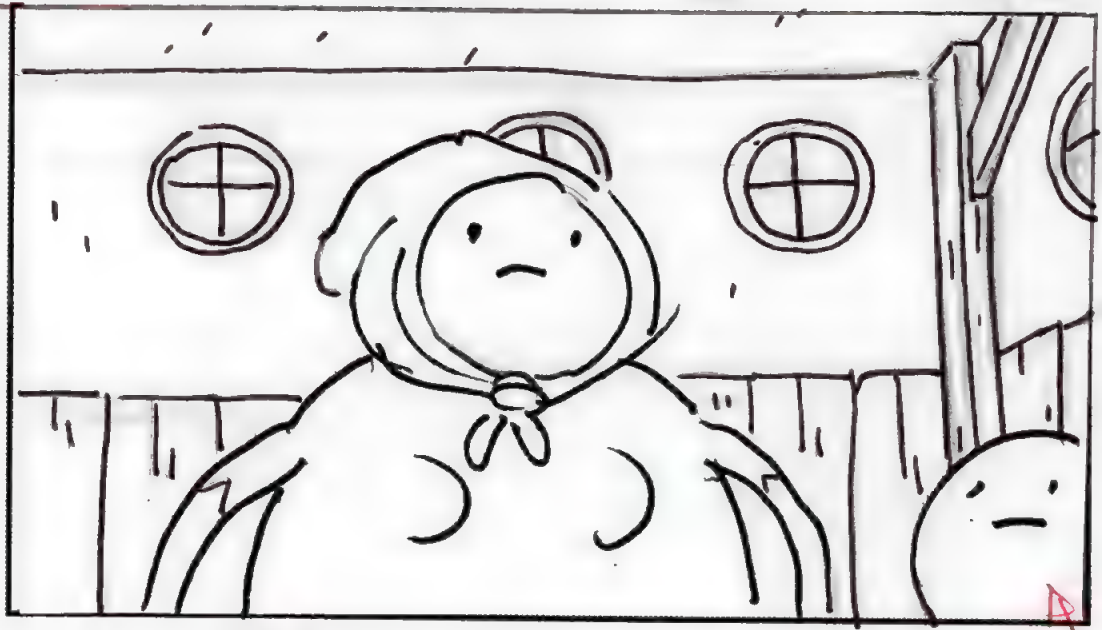
1034/212

Sc. 124

Pnl. A

Bg.

day night

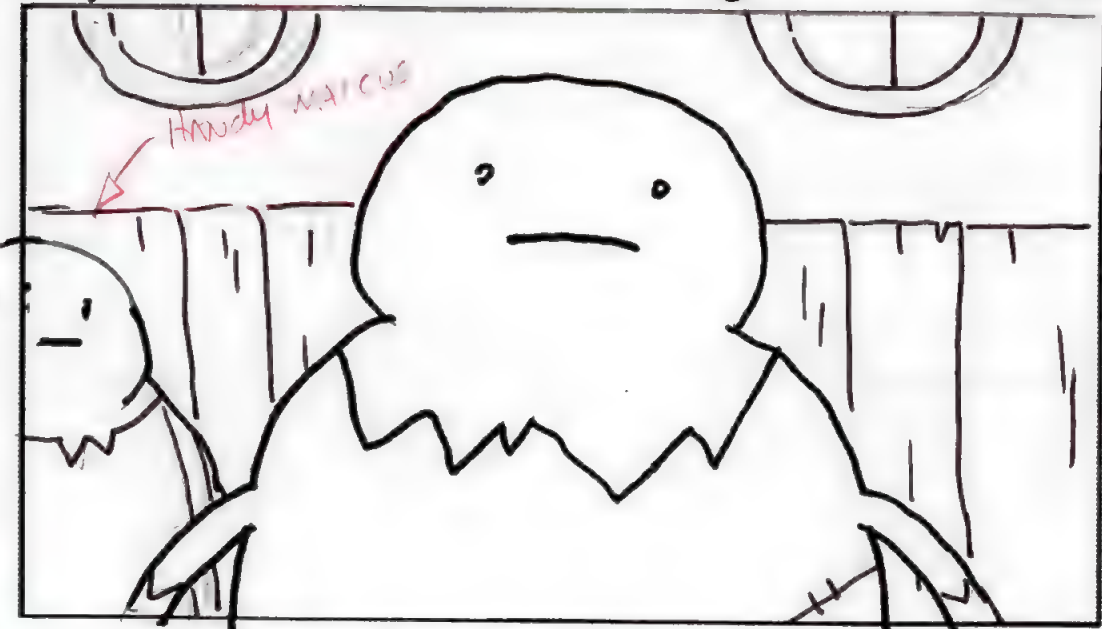


Sc. 125

Pnl. A

Bg.

Page 179
day night



Cut

Dialog:

(VO) :
CD/ Not yov Clubhouse
Sandy

Person

Action:

Timing:

(O/S)
CD/ or, seed Man
yov

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1034/212

Production:

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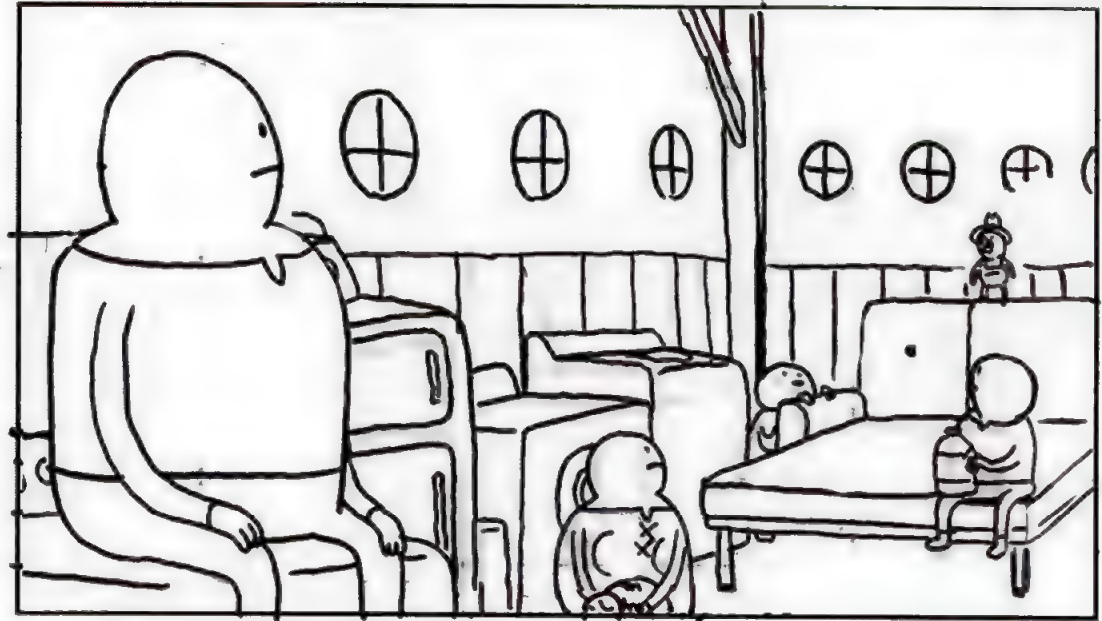
Page **180**
day night

Sc. 126

Pnl. A

Bg.

day night

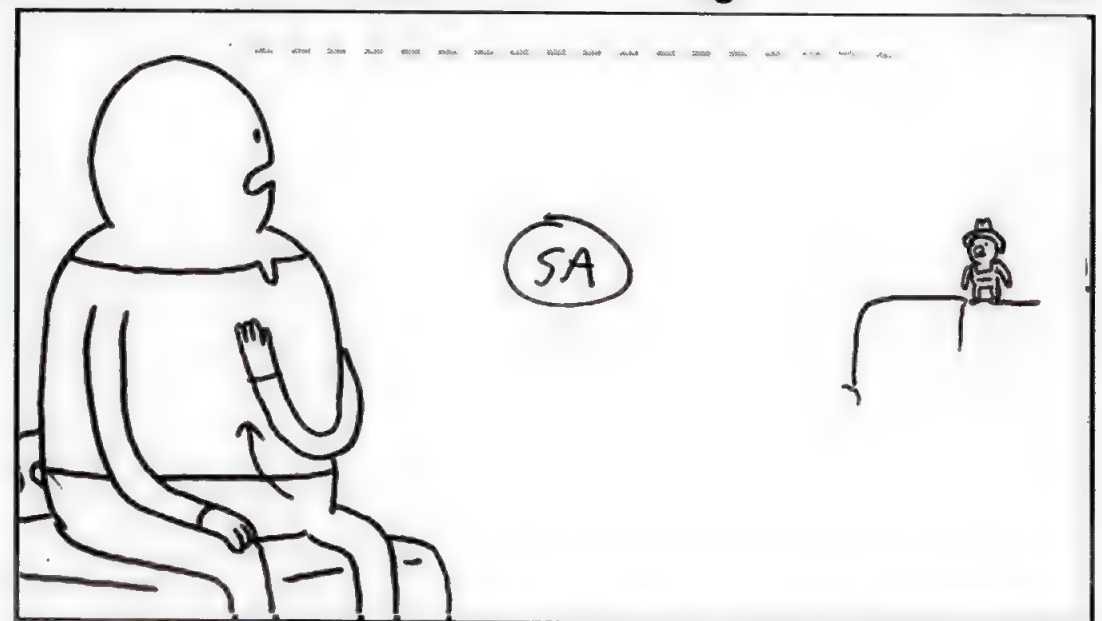


Sc. 126 *cont*

Pnl. B

Bg.

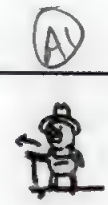
day night



Dialog: CD/ or even yov sandwich Pavl.

Sensei Pavl/ Sensei Pavl.

Action:



Timing:

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ADVENTURE TIME

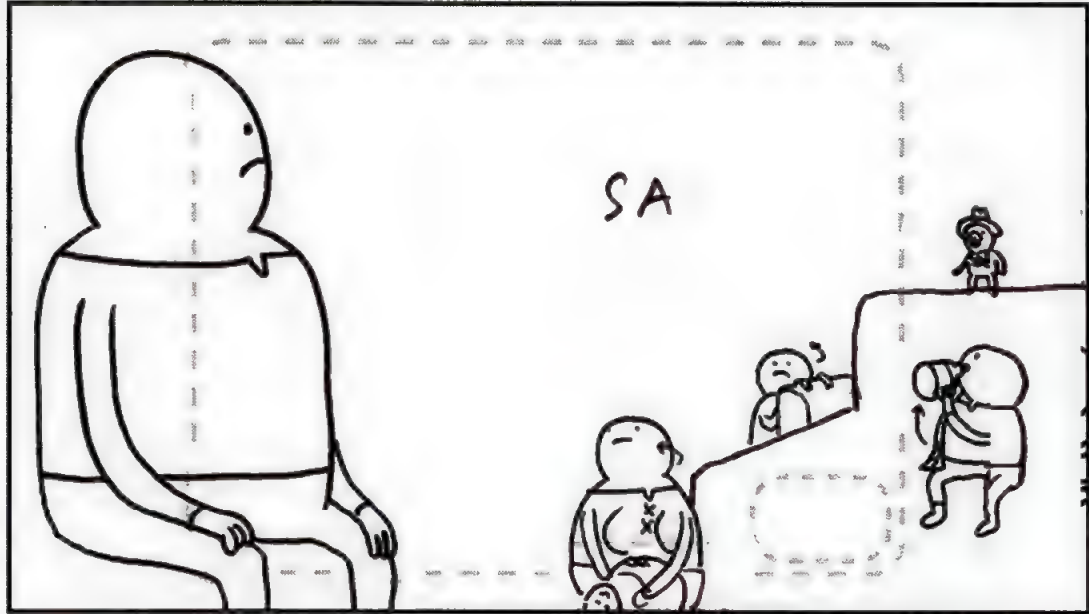


Pro
Art

Sc. 126 CONT Pnl. C

Bg.

day night

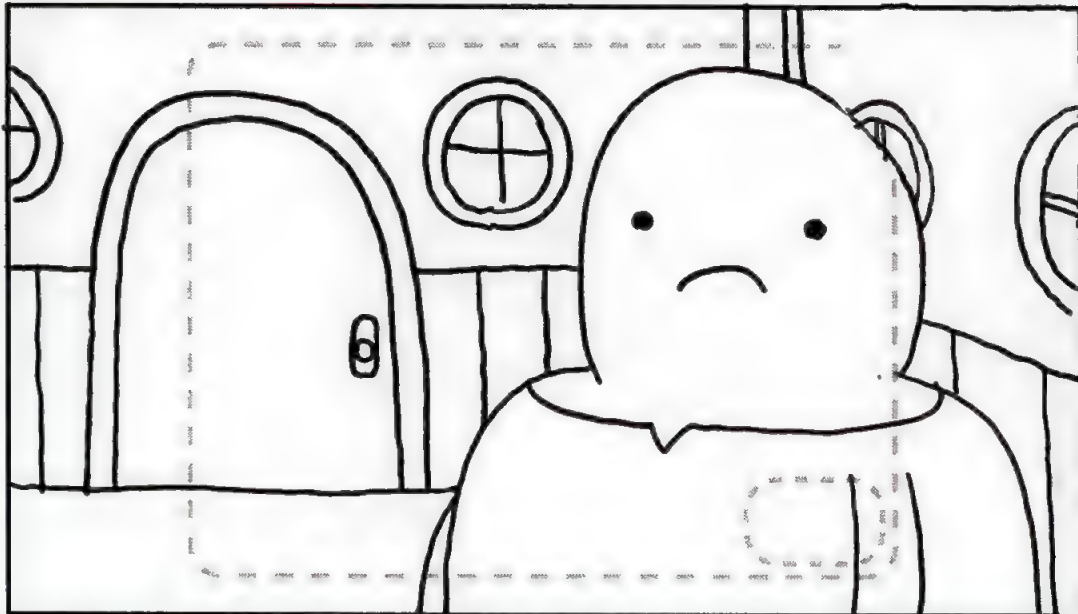


Sc. 127

Pnl. A

Bg.

day night



Dialog: CD / Let's leave the fighting to the fighters okay Paul?

sensei Paul / (Beat)

Action:

MAR 24 2015

Timing:

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ADVENTURE TIME



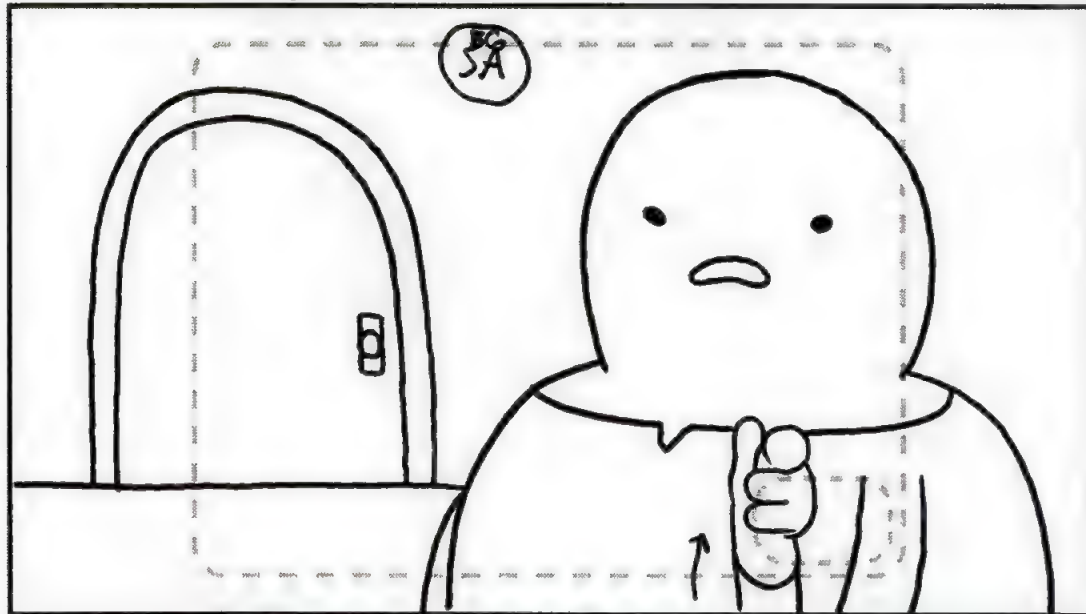
Page **182**

TV Cut

Sc. **127 CONT** Pnl. **B**

Bg.

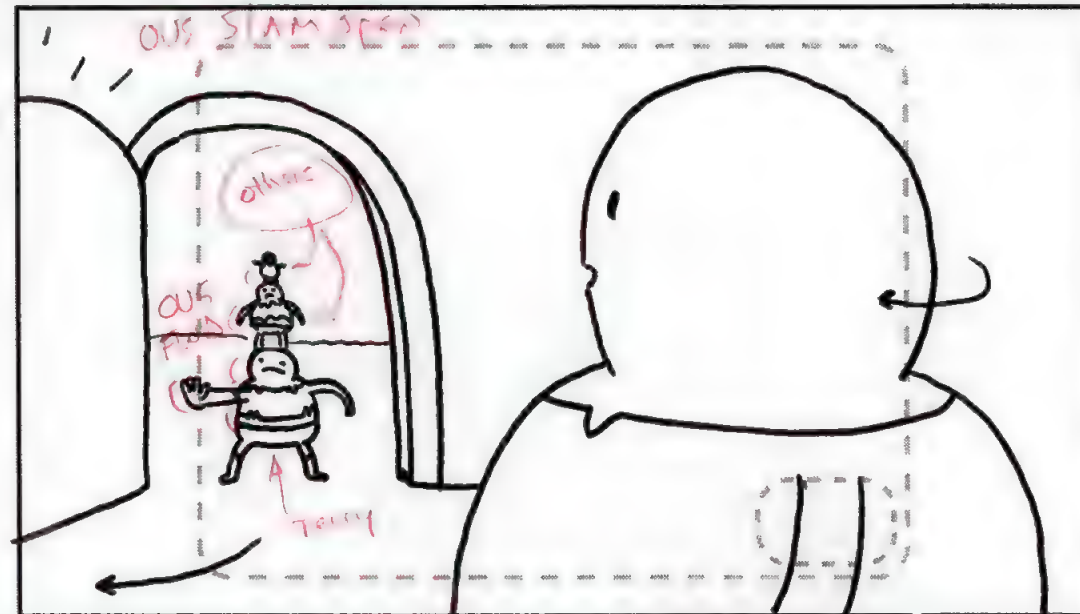
day night



Sc. **127 CONT** Pnl. **C**

Bg.

day night



Dialog: SP/ That hurts you don't know
I teach Aikido.

sfx/ SLAM

Action:

-TERRY THROWS OPEN DOOR.

Timing:

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Production:

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Ho
Cut

ADVENTURE TIME



Cut

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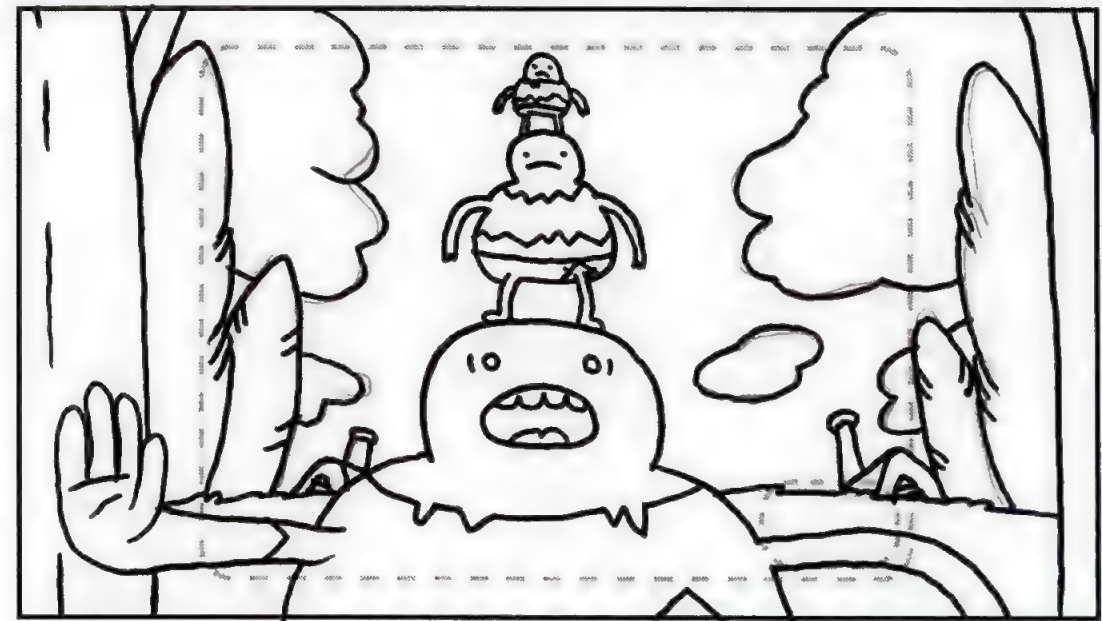
Cut

Sc. 128

Pnl. A

Bg.

day night

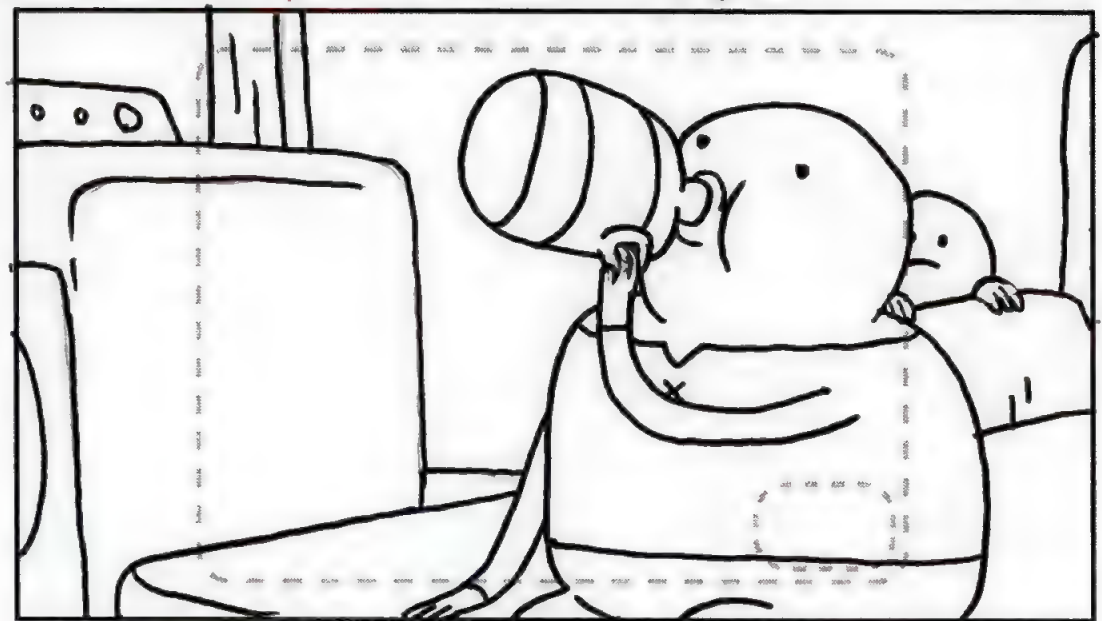


Sc. 129

Pnl. A

Bg.

day night



Dialog:

Terry / Finn's been turned!

Drinking Villager / WHAAA

Action:

Timing:



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Cut

ADVENTURE TIME



Cut

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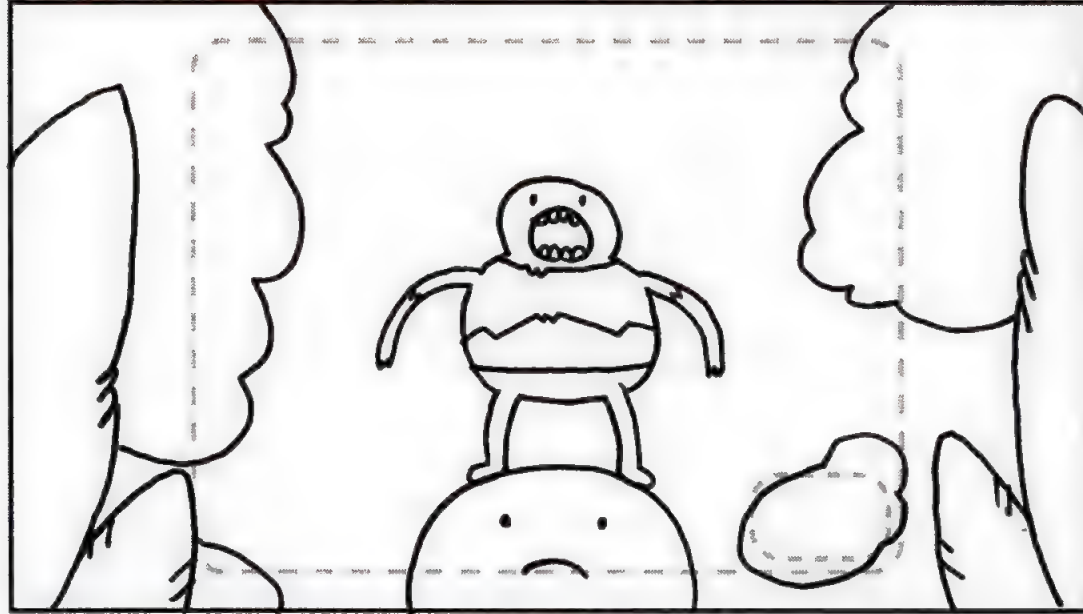
Hu Cut

Sc. 130

Pnl. A

Bg.

day night

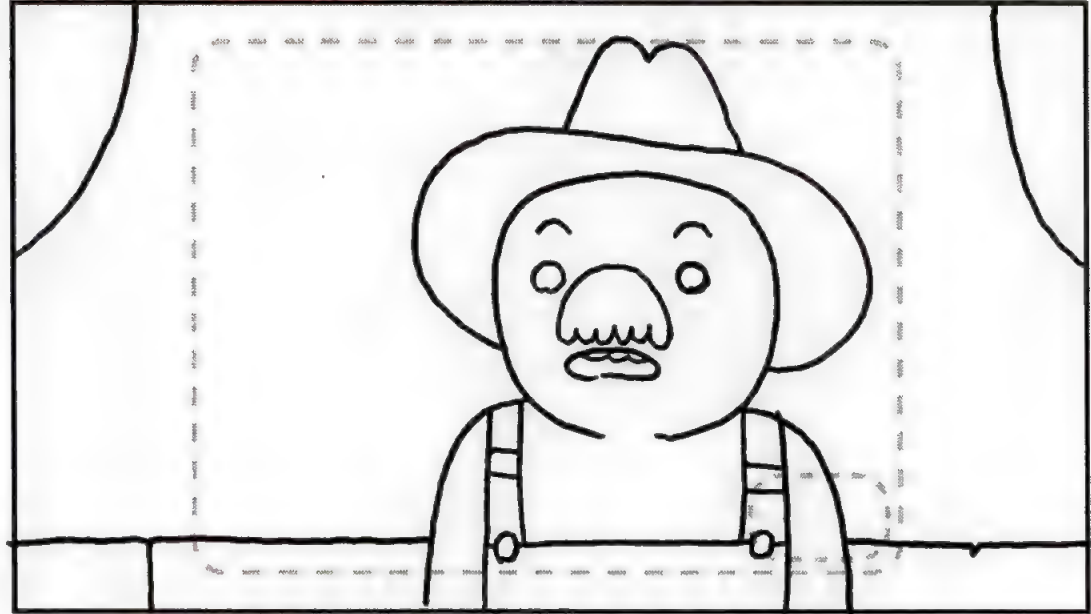


Sc. 131

Pnl. A

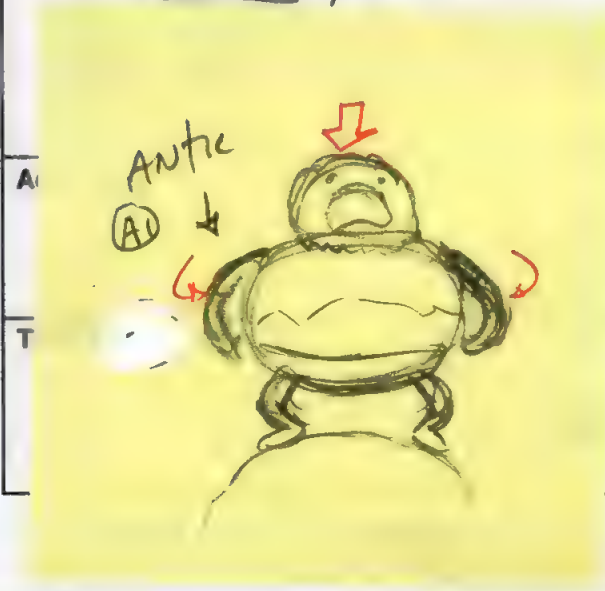
Bg.

day night



Dialog: Shalot Man/He does the vampire's bidding !!

Cloud Dance/①welp. ②There it is.



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ADVENTURE TIME

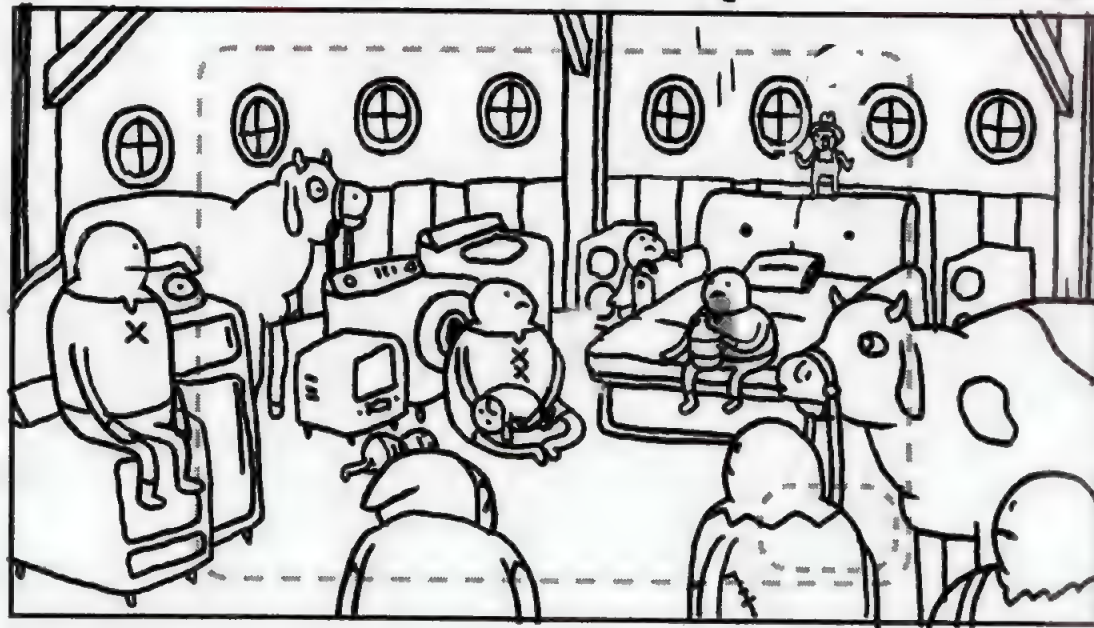


Sc. 132

Pnl. A

Bg.

day night

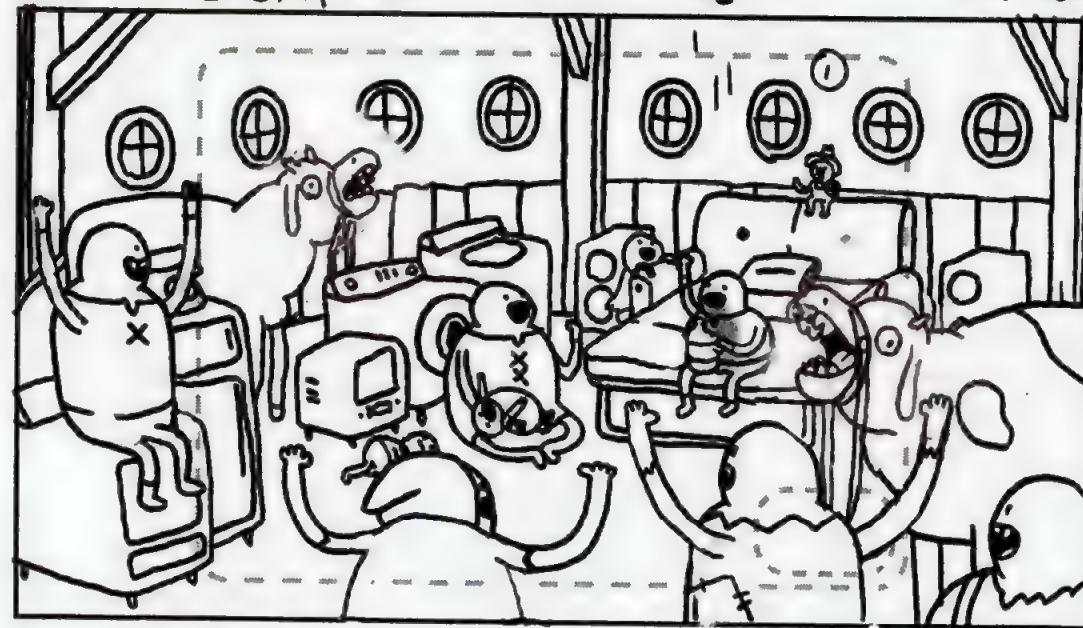


Sc. 132

CONT Pnl. B

Bg.

day night



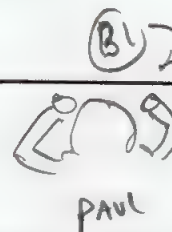
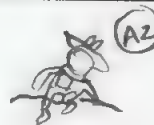
Dialog:

Cloud Dance / Tonight we burn the
beast, Marceline!

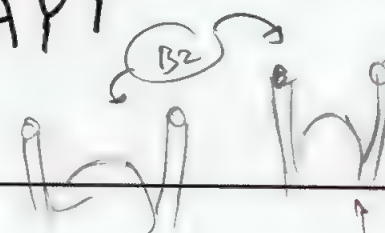


Villagers / Y A A Y Y

Action:



PAUL

Club
House SandySEED
MAN

MAR 24 2015

Timing:

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Production:

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Hw
Cut

Page 185

Cut

ADVENTURE TIME



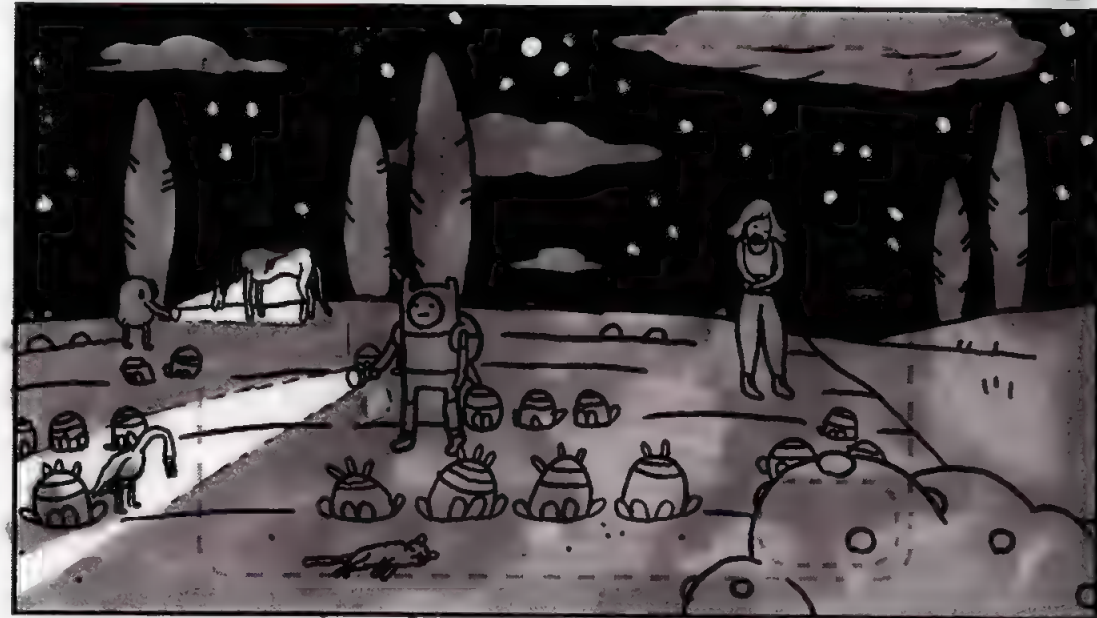
HWO
ACT

Sc. 134

Pnl. A

Bg.

day night

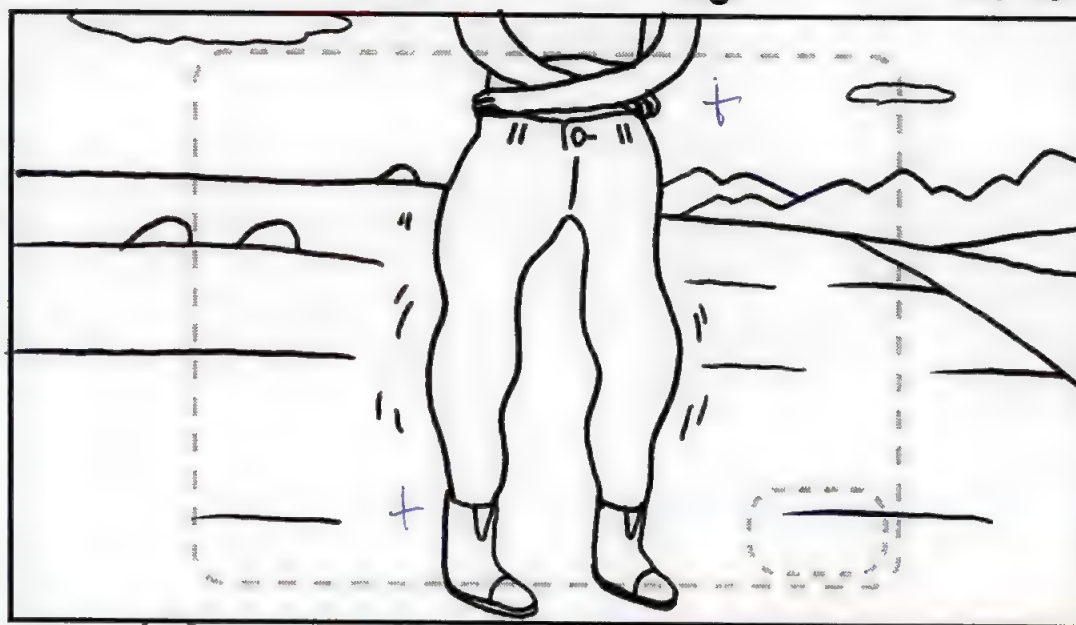


Sc. 135

Pnl. A

Bg.

day night



Dialog: Marceline / HWOOF! I can barely stand up.

Action: (FIELDS FROM 'THE MONSTER')

Timing:  (A)



(VU) M / Look at this

(Legs wobbling)

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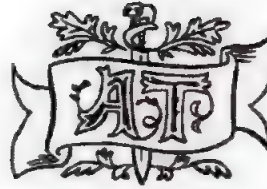
EPISODE #

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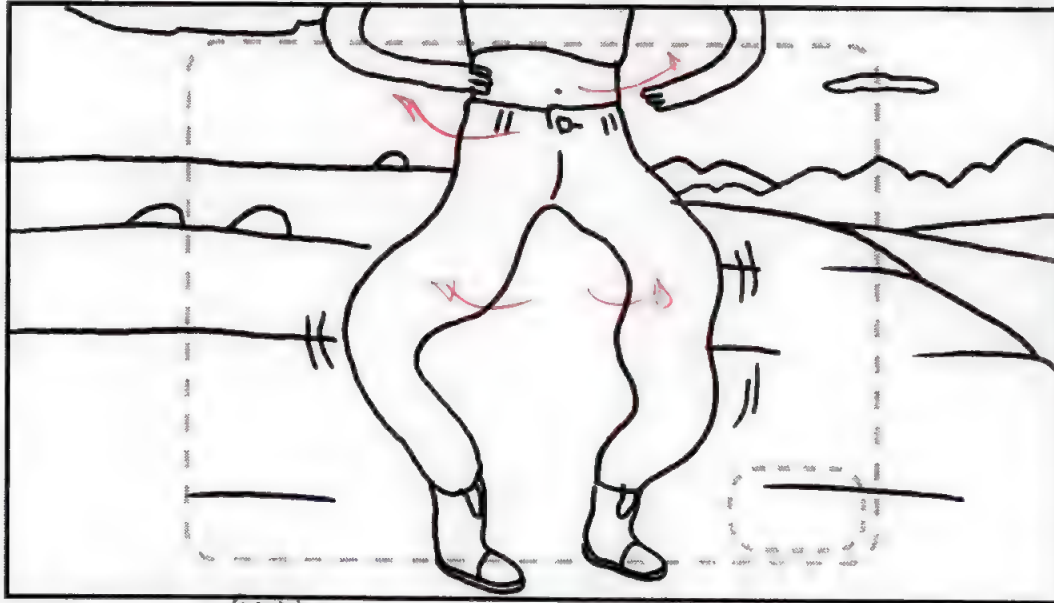
ADVENTURE TIME



Sc. 135 cont Pnl. B

Bg.

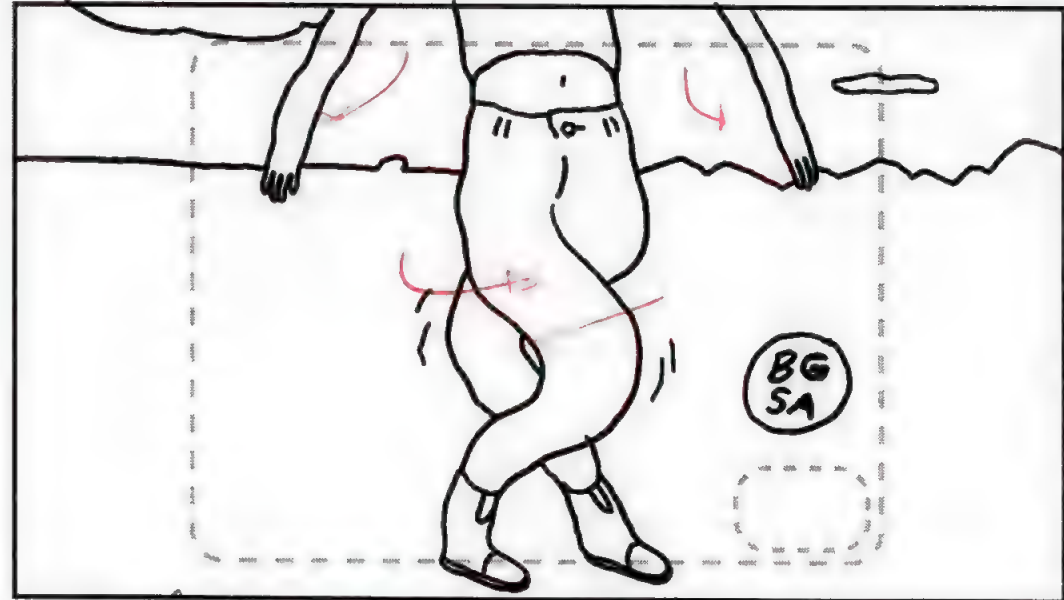
day night



Sc. 135 cont Pnl. C

Bg.

day night



Page 187

Dialog:

M / It's my new dance

Action:

Timing:

MAR 24 2015

EPISODE #

1034-212

Production:

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NO SC 136

ADVENTURE TIME



Hw Cut

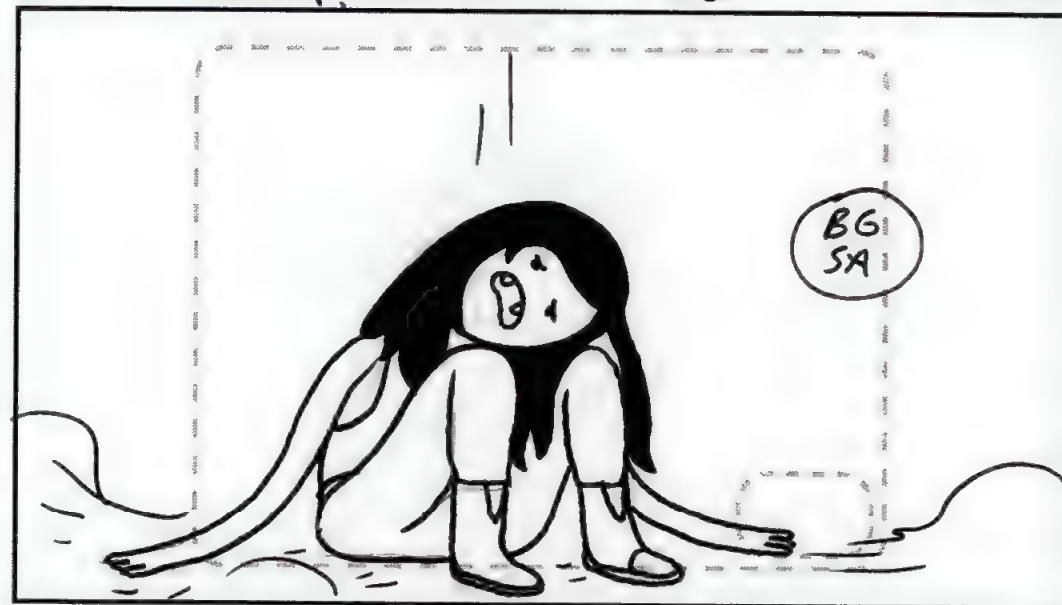
Page 188
day night

Hw Cut

Sc. 135 CONT Pnl. D

Bg.

day night

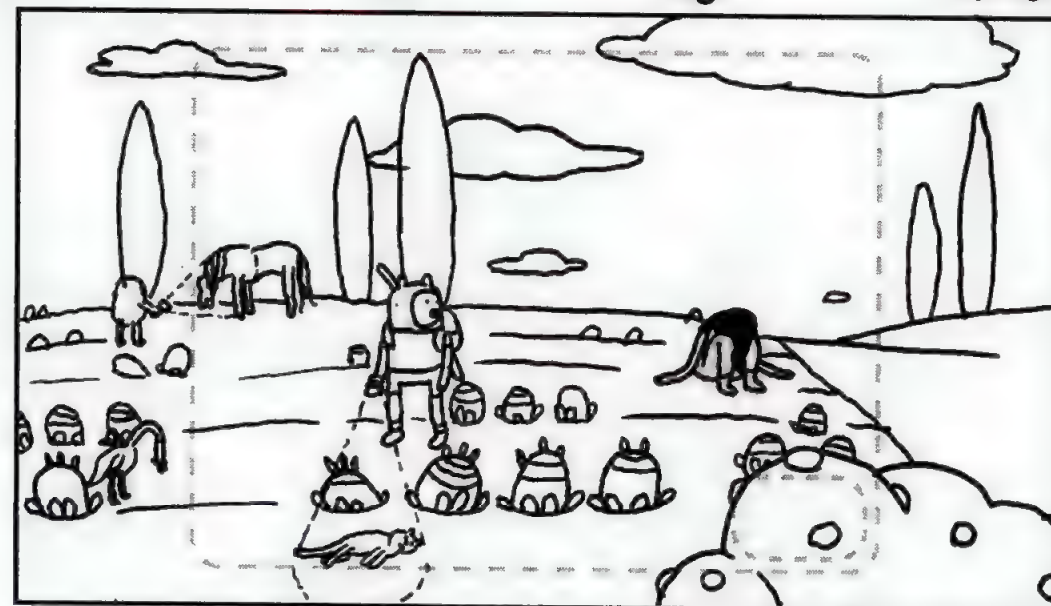


Sc. 137

Pnl. A

Bg.

day night



Dialog: MI - 'WOOF!' The end.

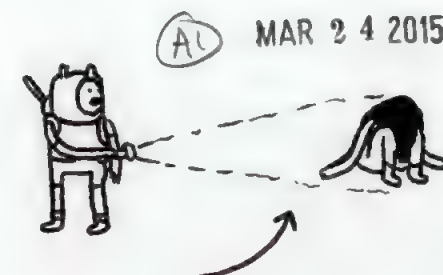
Finn/! Kov should a - hung back with PB.

Action: - M COLLAPSES

Timing:



- F Shine light on Marceline



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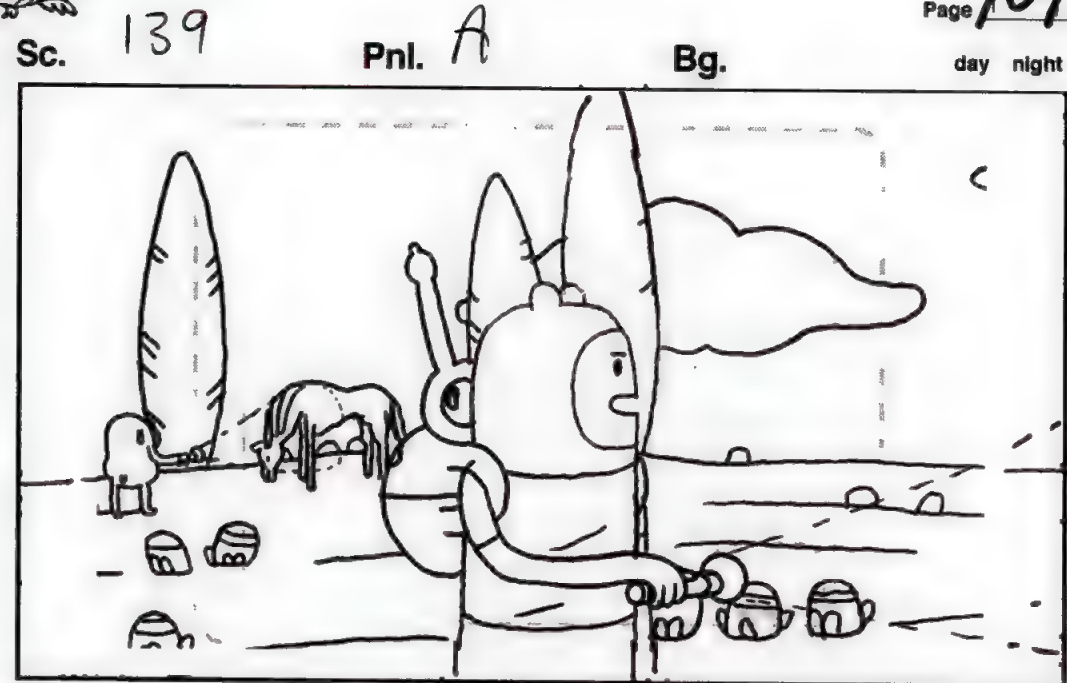
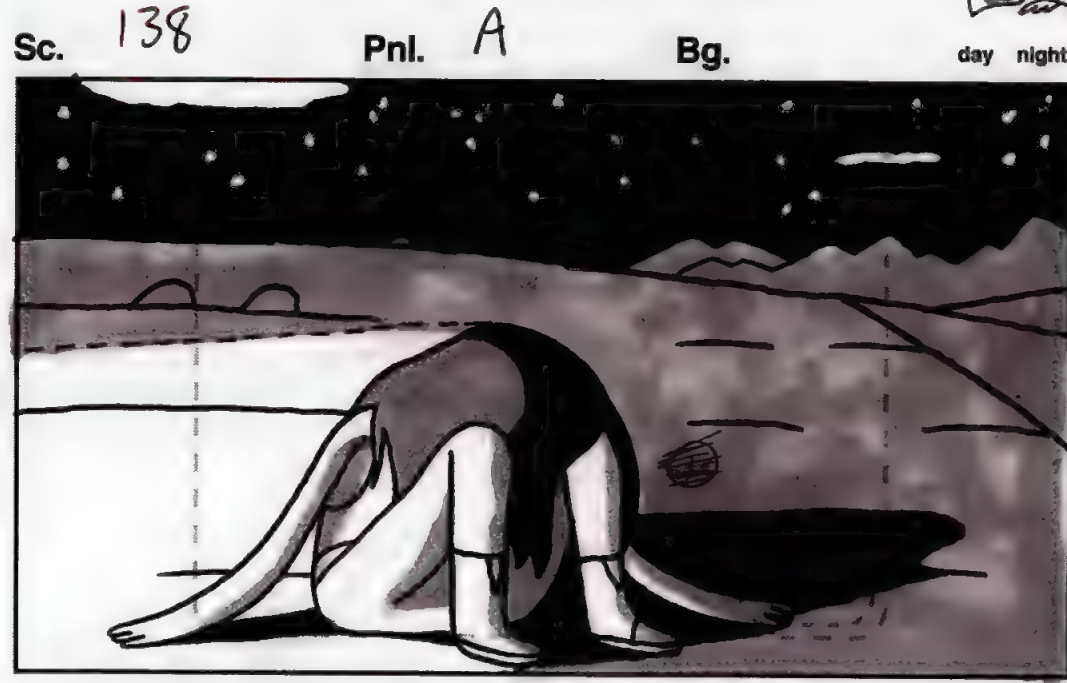
Handwritten: *cut*

ADVENTURE TIME



Handwritten: *cut*

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day night



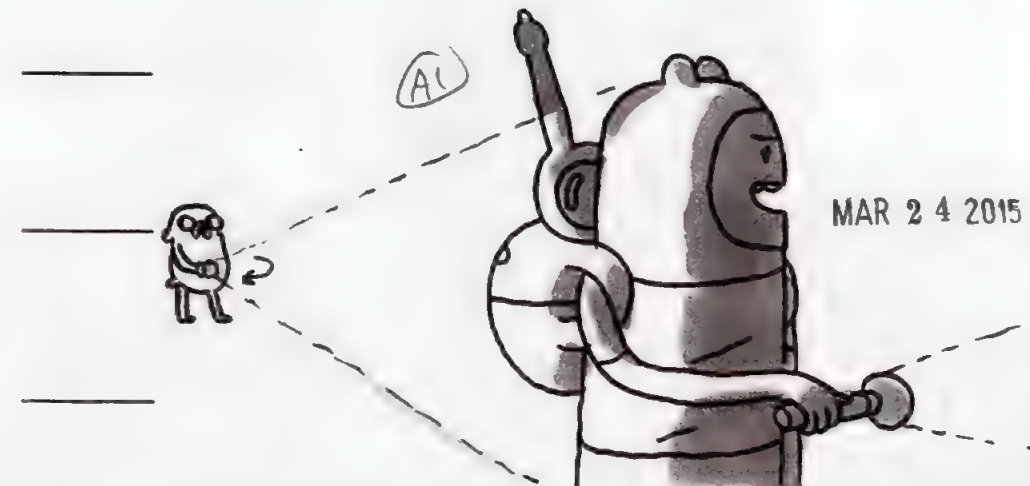
Dialog: M But I've got a bad feeling like
you guys are gonna die WITHOUT ME...

Action:

Timing:



Finn Dang Marci have some faith, Jeez.



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Production:

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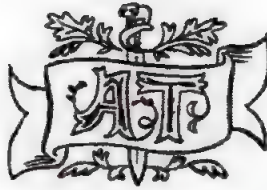
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ADVENTURE TIME



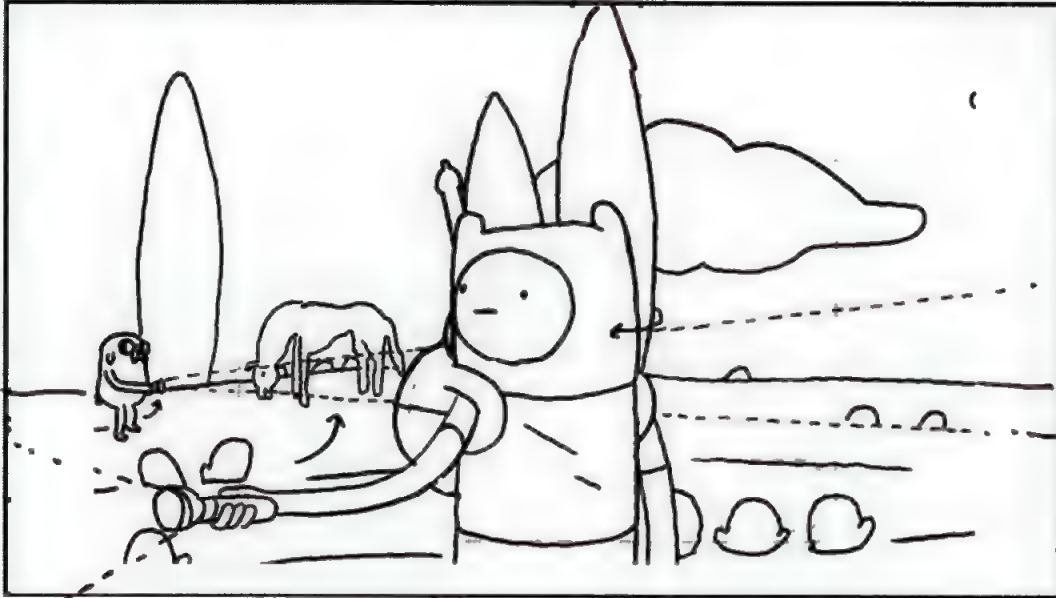
no scene 140

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Sc. 139 *cont* Pnl. B

Bg.

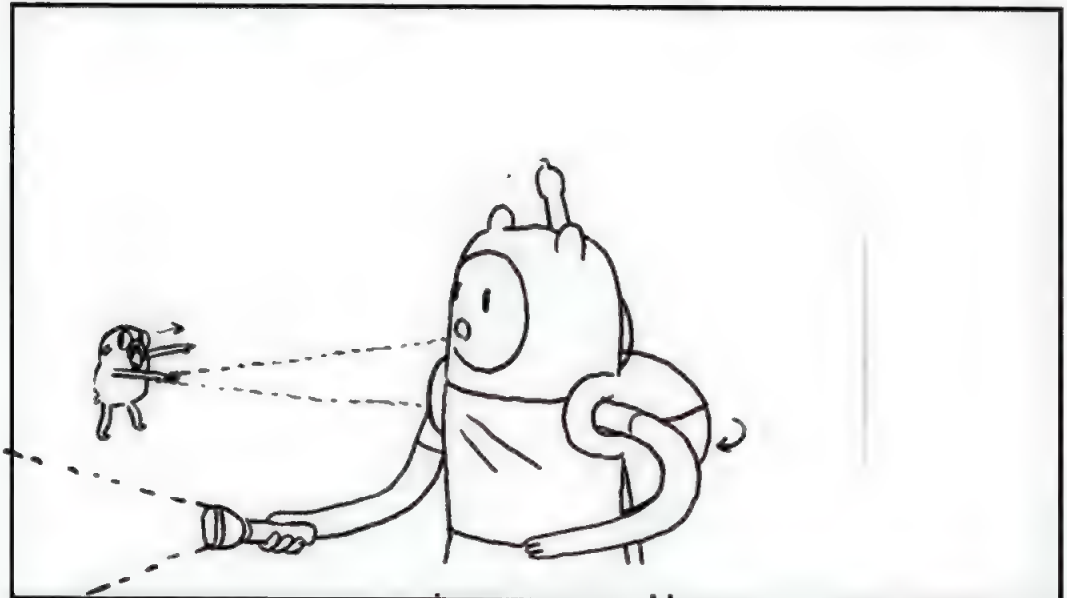
day night



Sc. 139 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

Timing:



Cut

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Production:

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Cut

ADVENTURE TIME



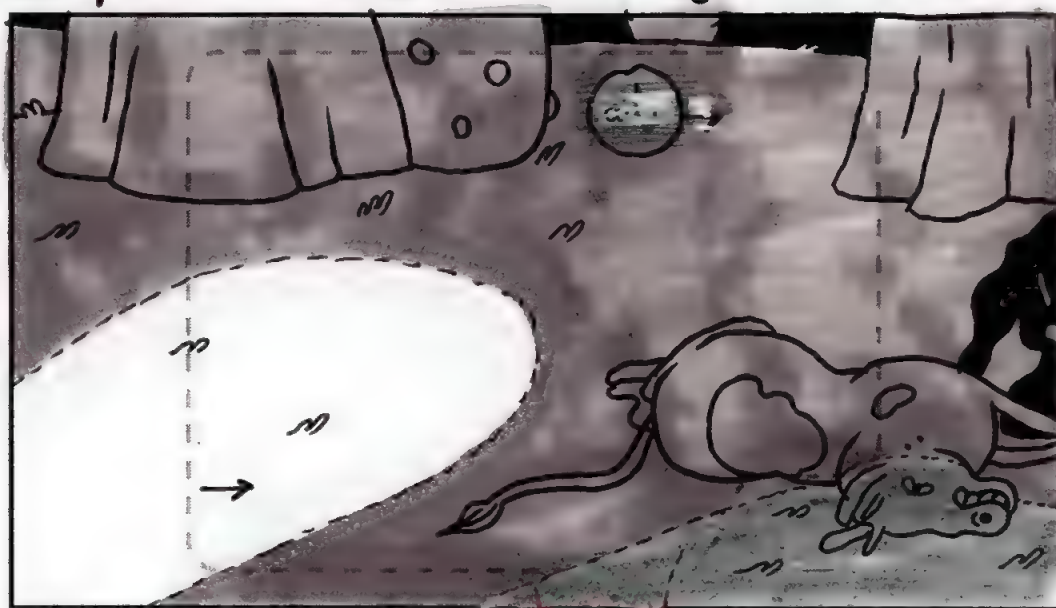
Sc.

141

Pnl.

A

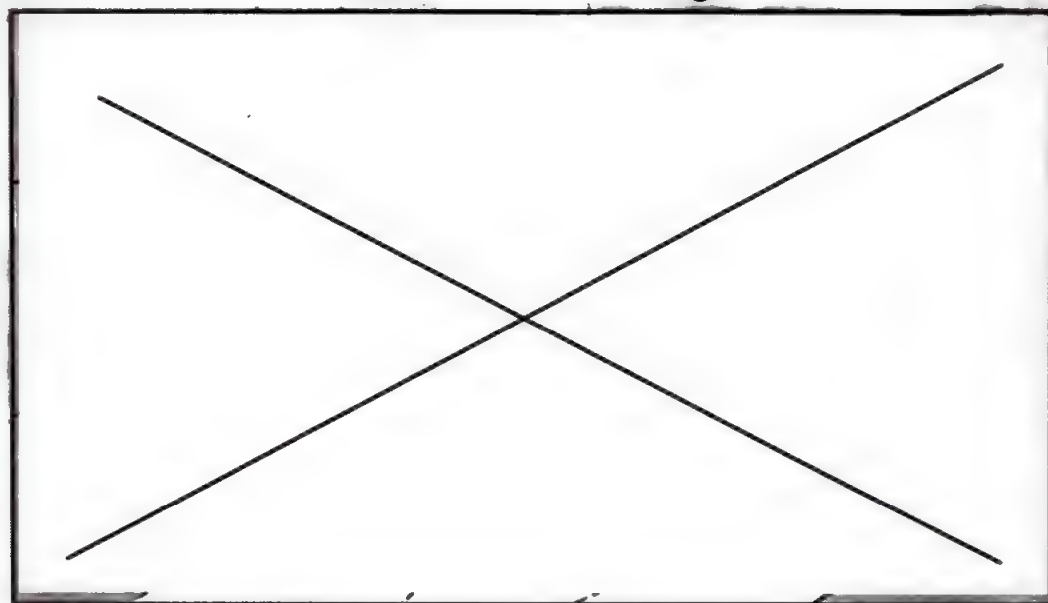
Bg.



Sc.

Pnl.

Bg.



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day night

191A NEXT

EPISODE #

1034-212

Production:

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Dialog:

flashlight
pass w/ D. Light

Action:

— flashlight skirt across grass

MAR 24 2015

Timing:

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ADVENTURE TIME



Sc.

Pnl.

Bg.

Sc.

141 cont

Pnl. B

Bg.

Page 191 A
191B NEXT
day night



Cont Pan w/ DX light
→

Dialog:

Action:

- flashlight skirt across grass

- LIGHT FALLS UPON COW AND
VAMPIRE CREATURE BENT OVER IT

MAR 24 2015

Timing:

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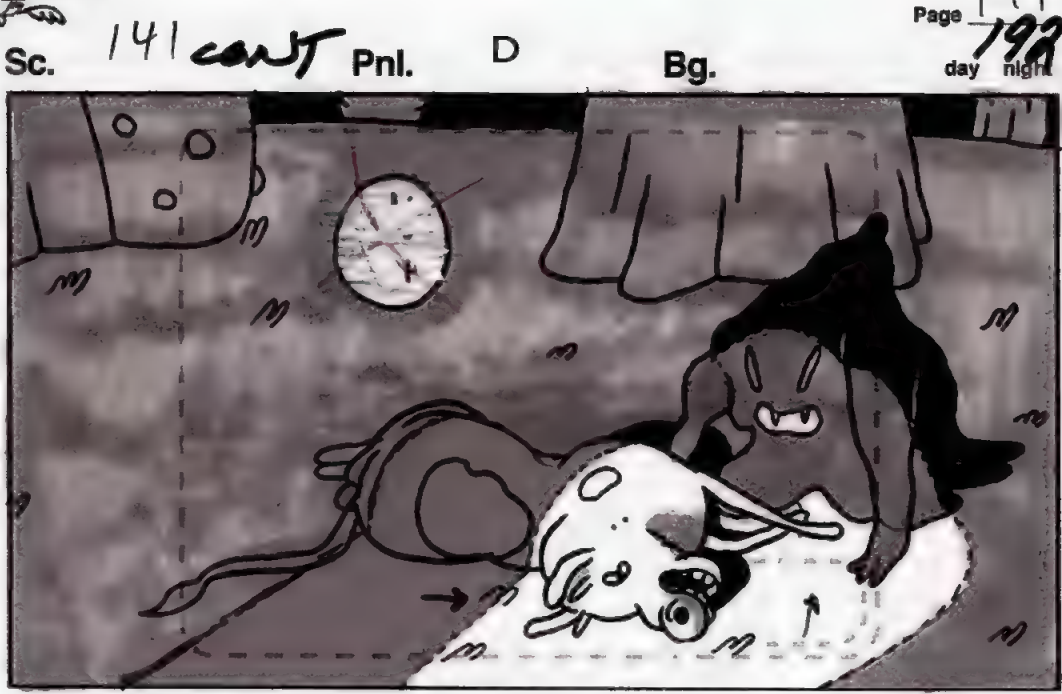
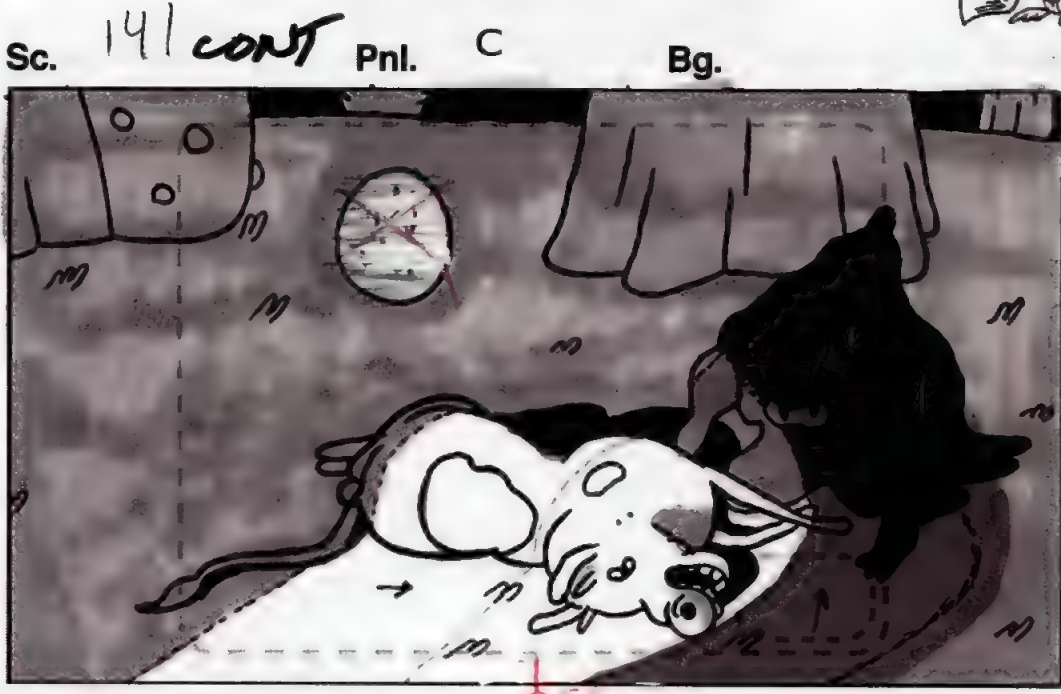
Production:

1034/212

ADVENTURE TIME



Page 191 B
192 NEXT
day night



Dialog:	<u>cow!</u> MOO!
Action:	- flashlight skirt across grass - LIGHT FALLS UPON COW AND VAMPIRE CREATURE BENT OVER IT. MAR 24 2015
Timing:	

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Production: 1034/212

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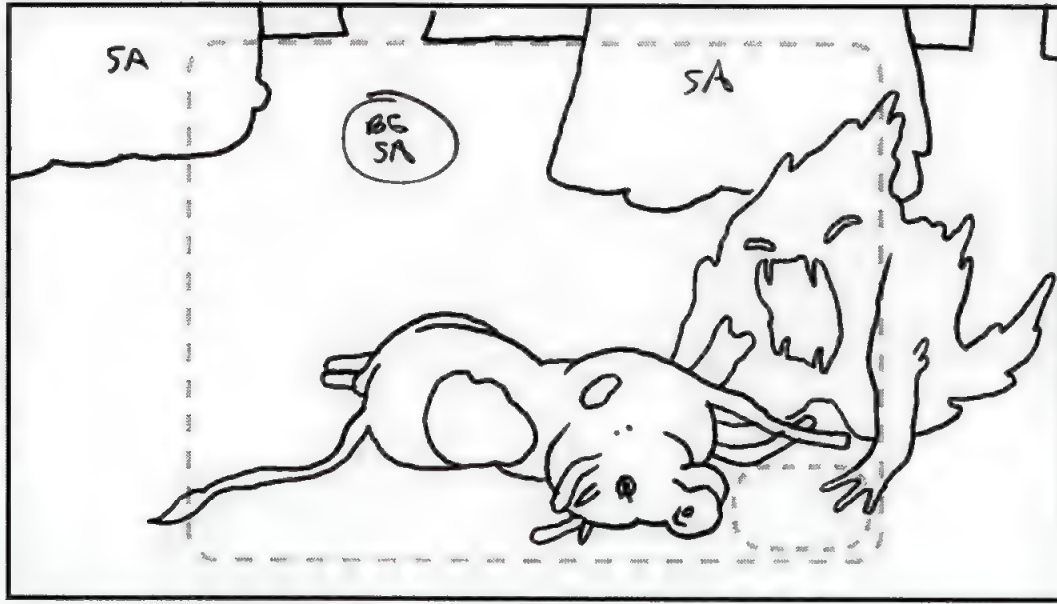
ADVENTURE TIME



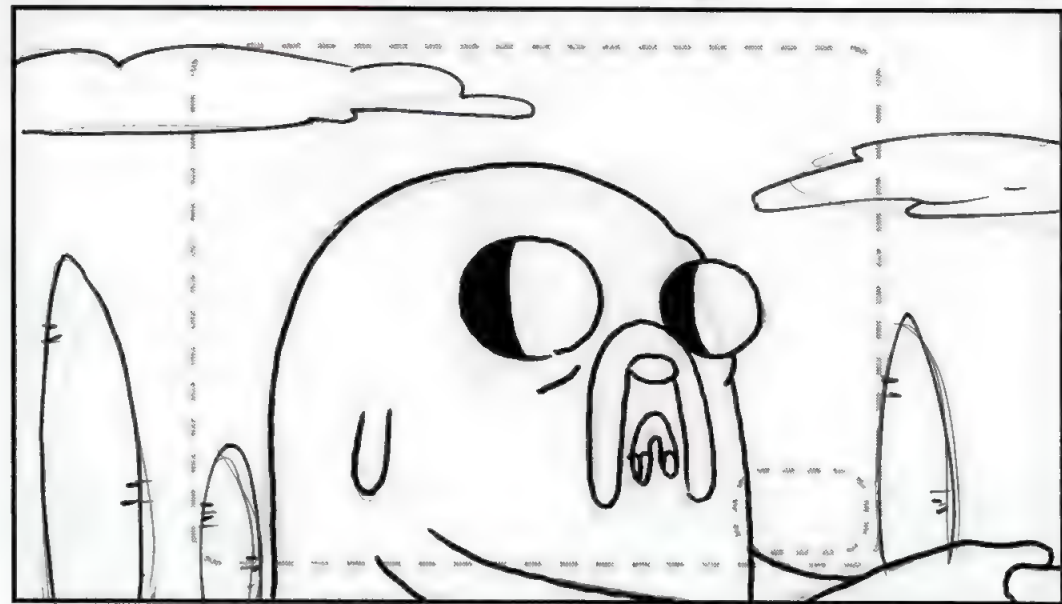
Cat

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Sc. 141 CONT Pnl. E Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:	vampire creature / HISS
Action:	start pose
Timing:	

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Production:

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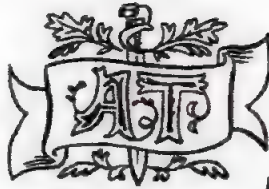
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1034/212

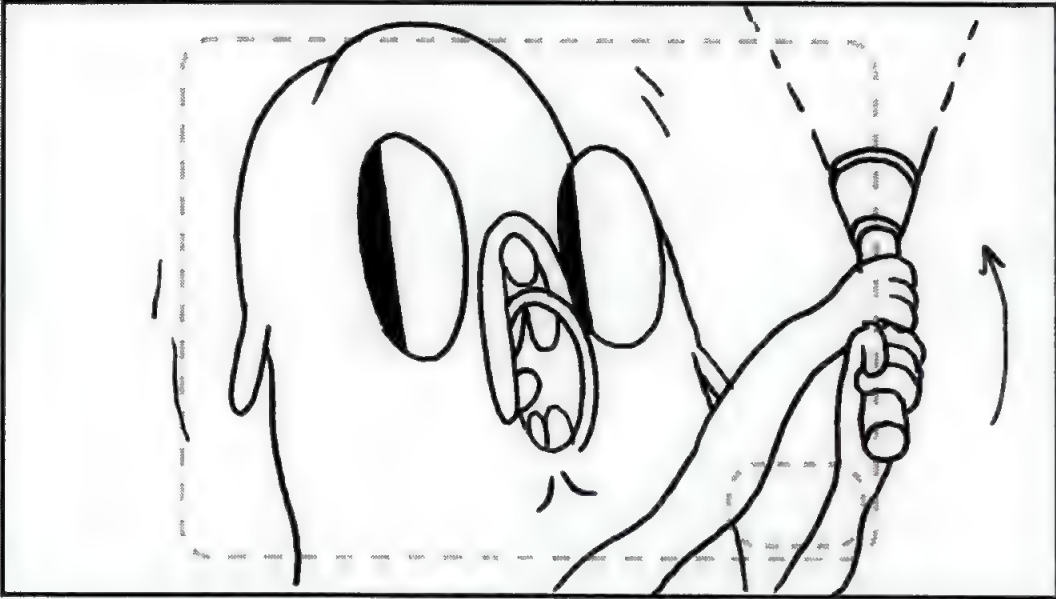
ADVENTURE TIME



Sc. 142 cont Pnl. B

Bg.

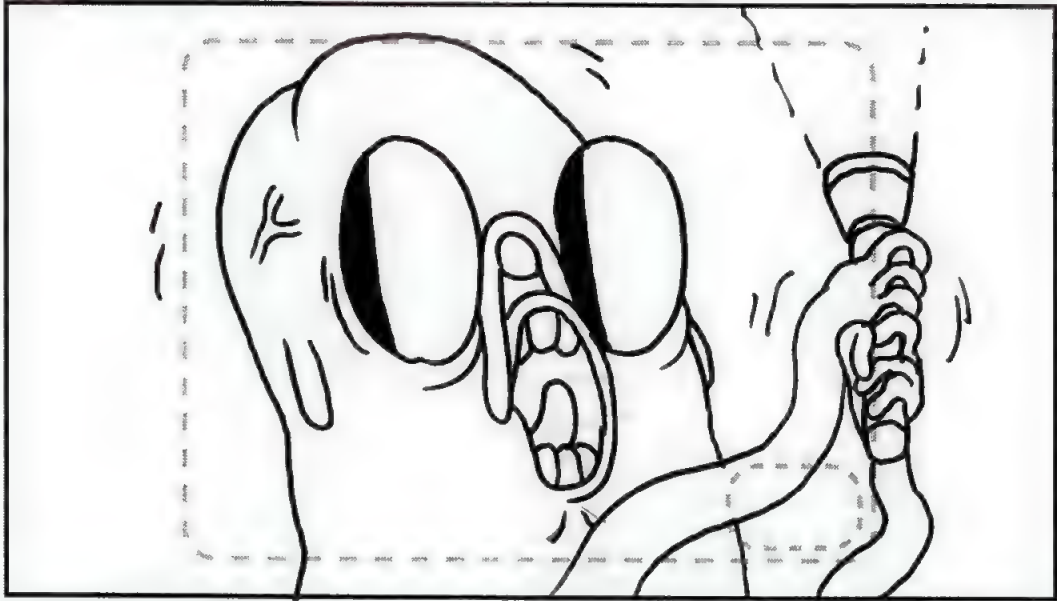
day night



Sc. 142 cont Pnl. C

Bg.

day night



Page 193

Cont

EPISODE #

1034-212

Production:

1034/212

Dialog:

Jake/ (High pitched screech)

Action:

hands fumble with flashlight

Timing:

MAR 24 2015

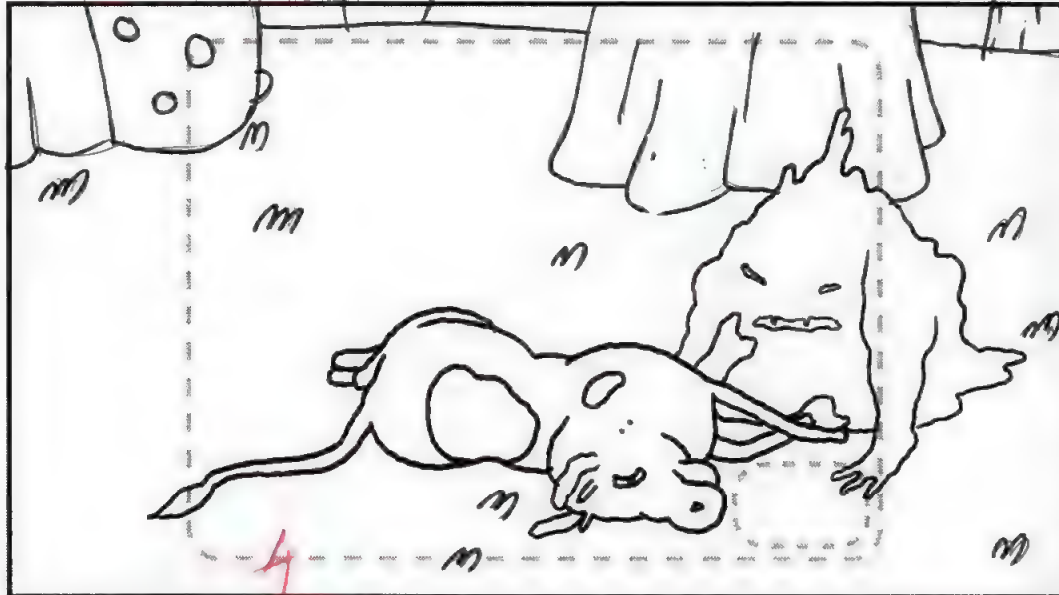
1034/212

ADVENTURE TIME

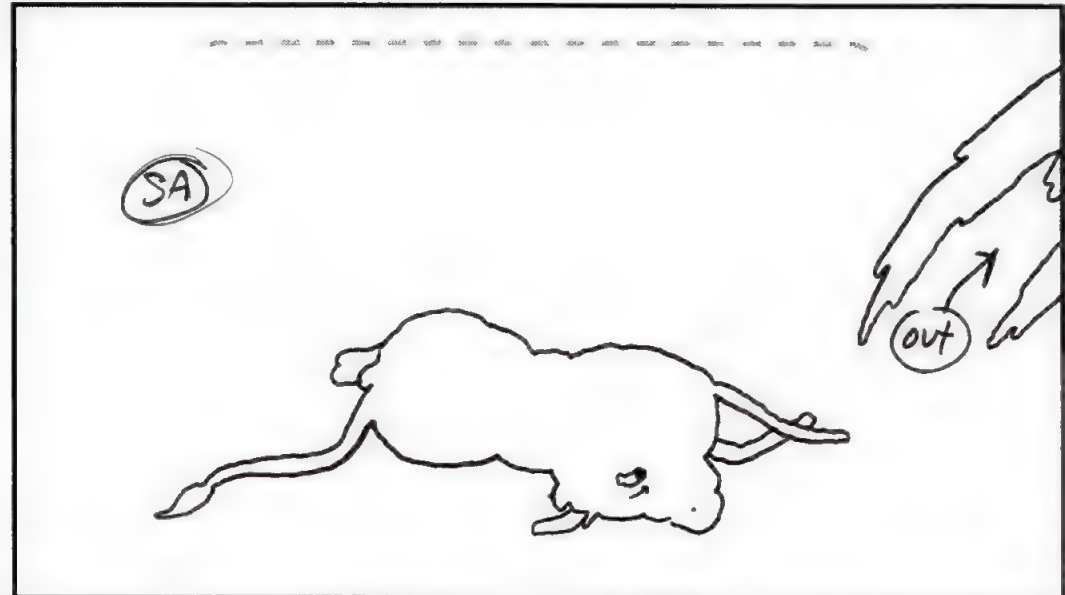


Page **194**

Sc. **143** Pnl. **A** Bg. day night



Sc. **143 cont** Pnl. **B** Bg. day night



Dialog:

S/A panel (D) SC 144



SFX: *WHOOSH*

Action:

(vampire creature jumps off screen)

Timing:

MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

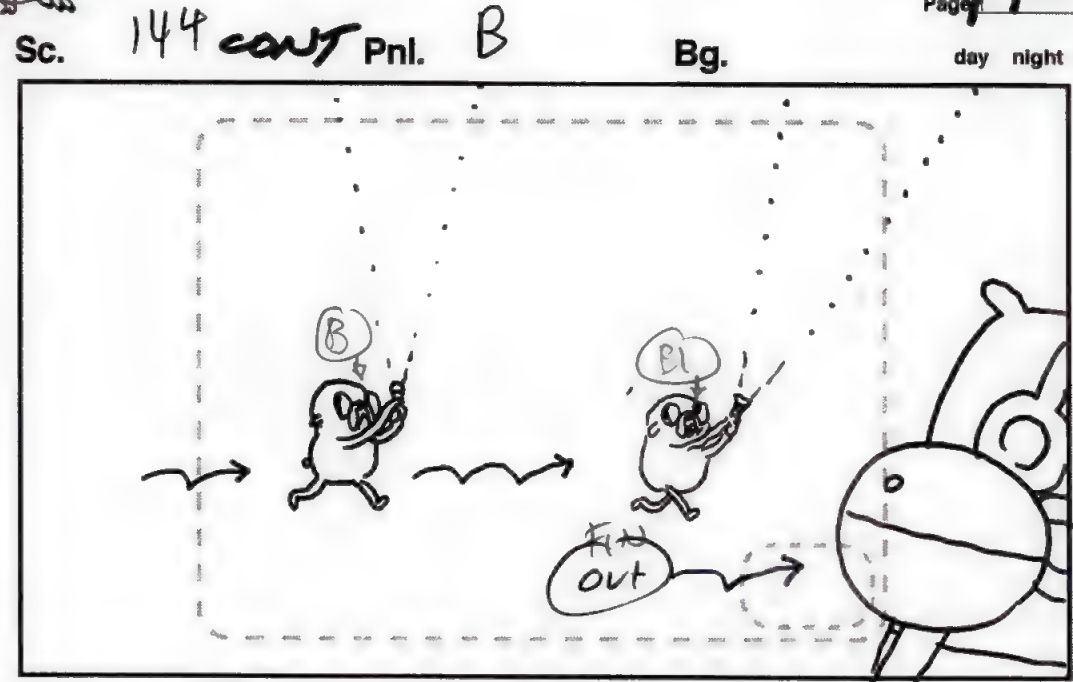
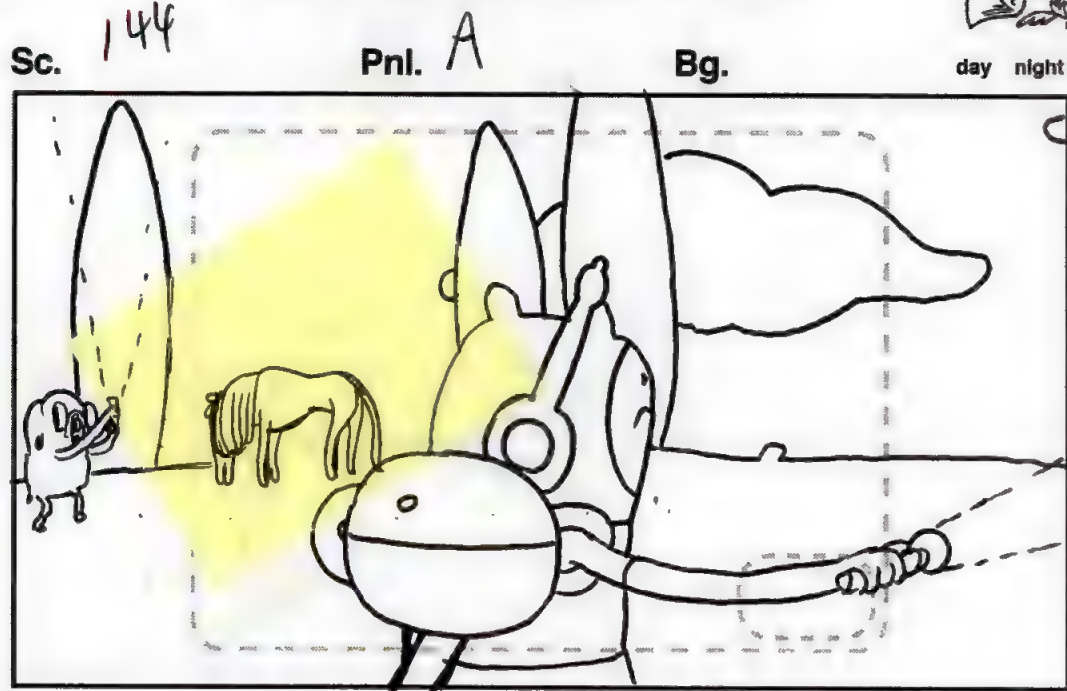
1034/212

1034/212

ADVENTURE TIME



Page **195**
day night

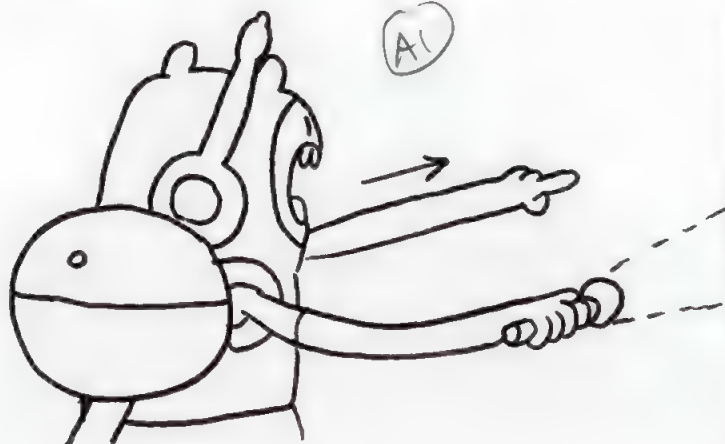


Dialog:

Finn/ Get it!

Action:

Timing:



(chase)

MAR 24 2015

EPISODE #

1034-212

Production:

1034/212

1034/212

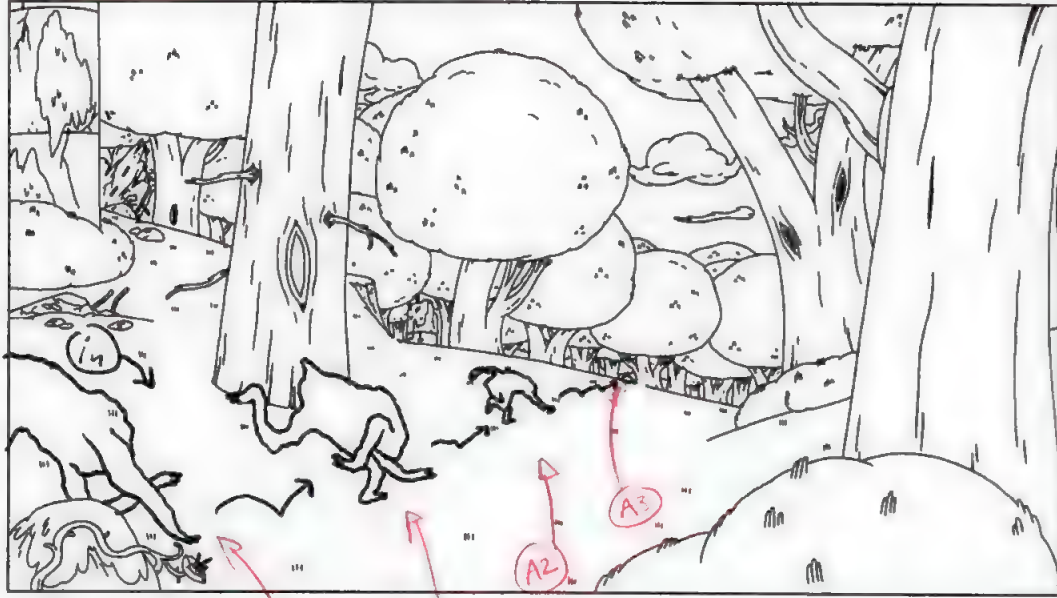
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ADVENTURE TIME

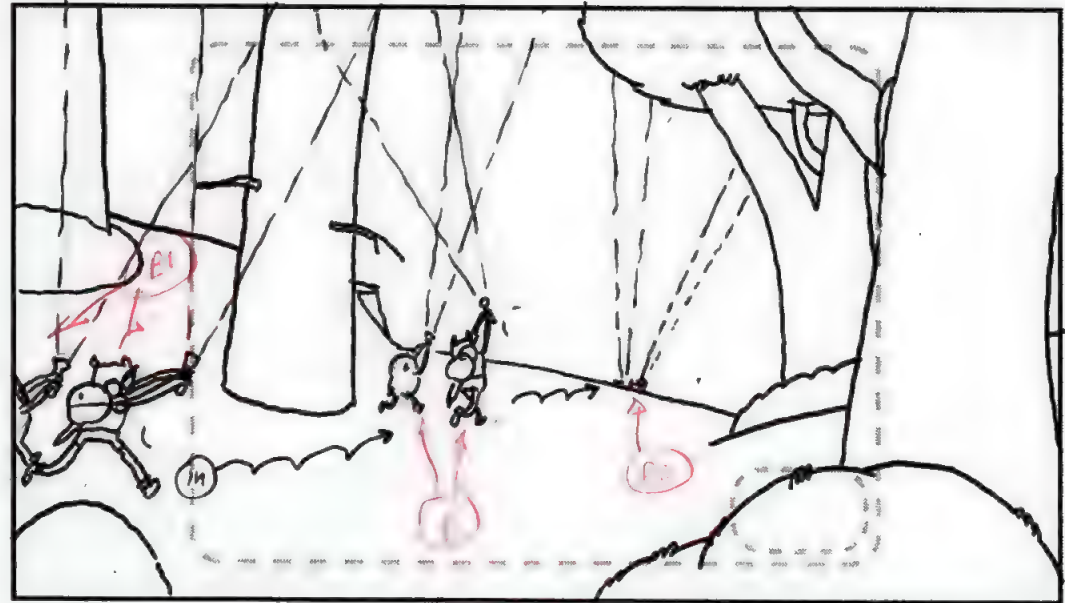


Page 196

Sc. 145 Pnl. A Bg. day night



Sc. 145 *cont* Pnl. B Bg. day night



Dialog:

Finn+Jake/ AAAA!!
(charge yell)

Action:

-F+J RUN INTO WOODS WAVING FLASHLIGHTS.
MAR 24 2015

Timing:

EPISODE #

Production:

1034-212

1034/212

1034/212

Cut

ADVENTURE TIME

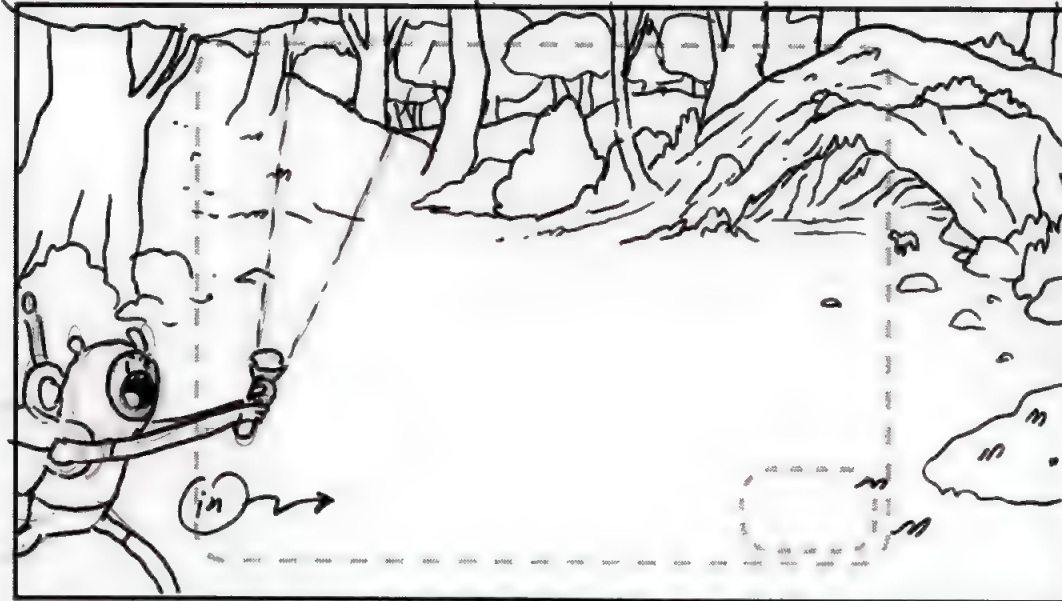


Sc. 146

Pnl. A

Bg.

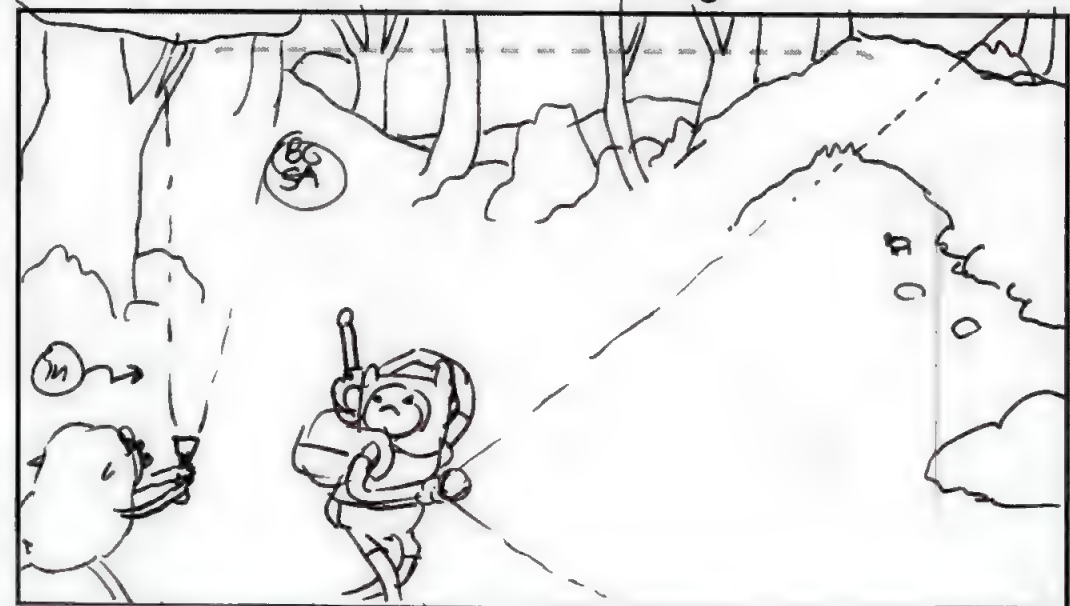
day night



Sc. 146 *cont* Pnl. B

Bg.

day night



Dialog:

F+J / AAA !!

Action:

Timing:

MAR 24 2015

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EPISODE #

1034-212

Production:

1034/212

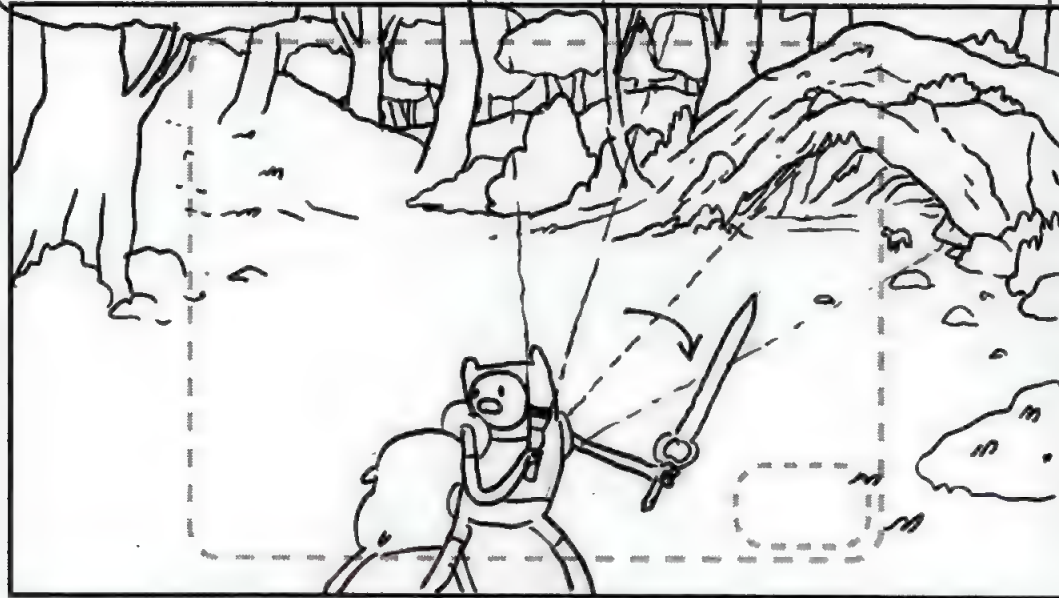
1034/212

ADVENTURE TIME

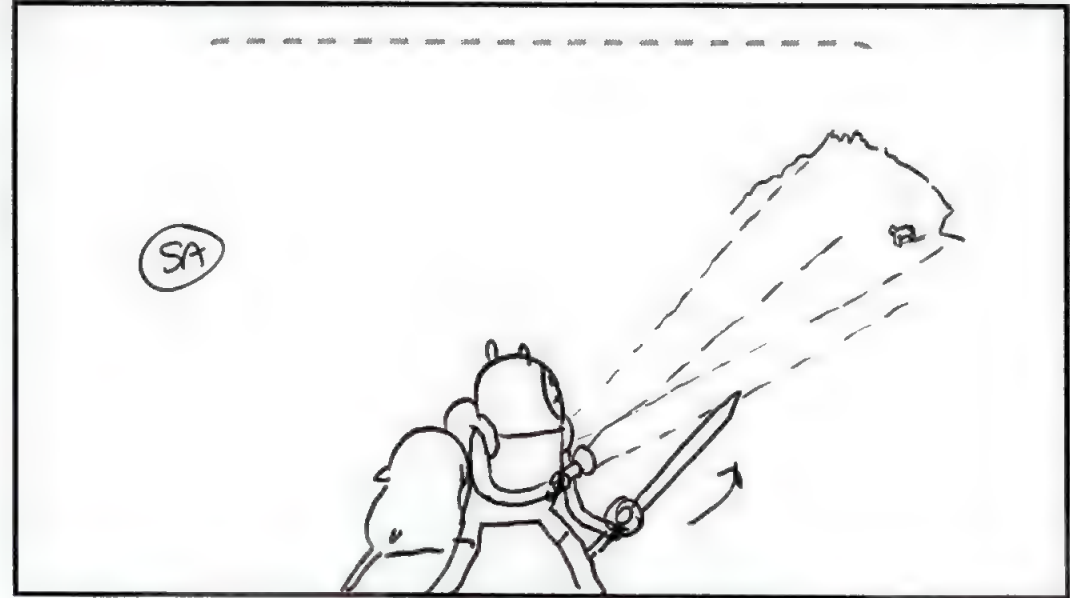


Page **198**
day night

Sc. **146 cont** Pnl. **C** Bg. day night



Sc. **146 cont** Pnl. **D** Bg. day night



Dialog: Finn / You see it?

Take ^(veg) / No but what's that?

Action: Finn draw sword

MAR 24 2015

Timing:

EPISODE #

1034-212

1034/212

Production:

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1034/212

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ADVENTURE TIME



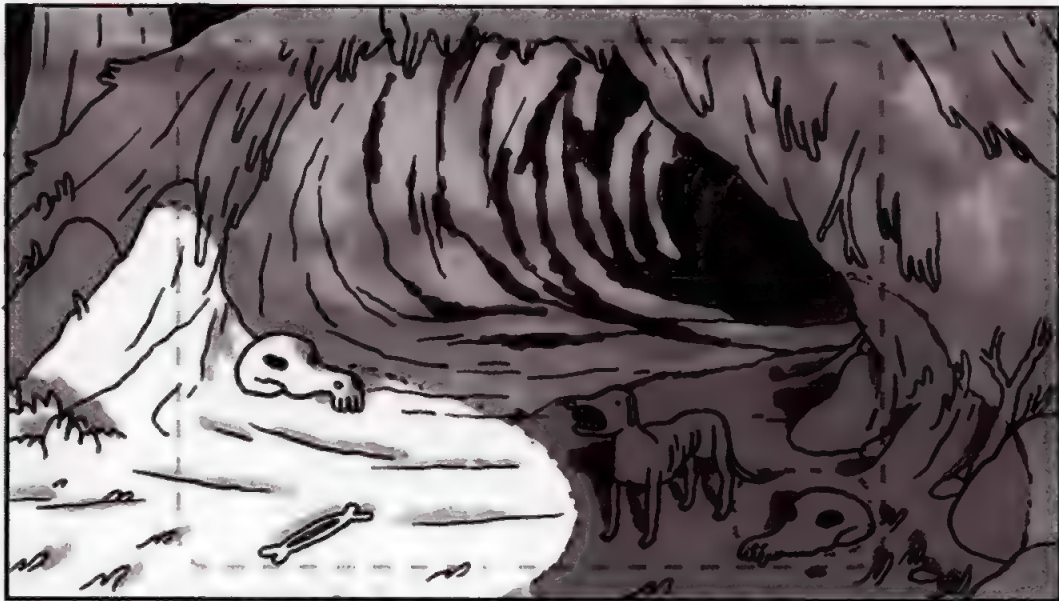
Page 199

Sc. 147

Pnl. A

Bg.

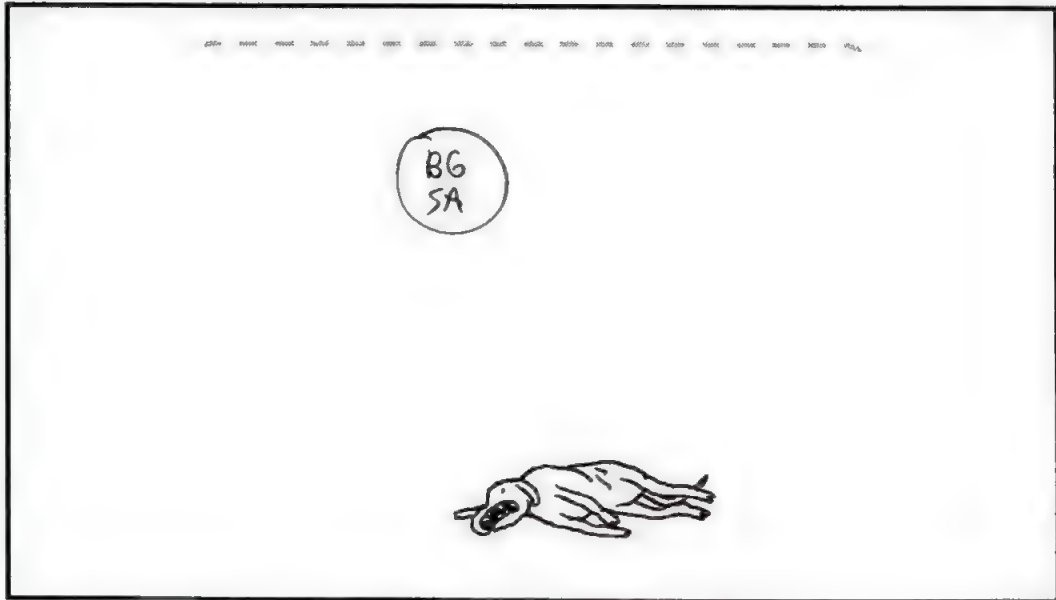
day night



Sc. 147 *cut* Pnl. B

Bg.

day night

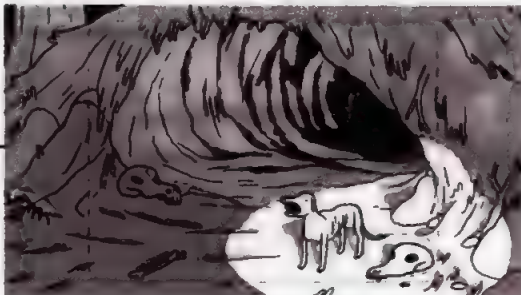


Dialog:

Finn ^(No) Must be its filthy lair.

Finn / Let's go.

Action:



(AL)

(dog faints)

MAR 24 2015

Timing:

EPISODE #

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1034/212

Production:

1034/212

cut

ADVENTURE TIME



Sc. 148

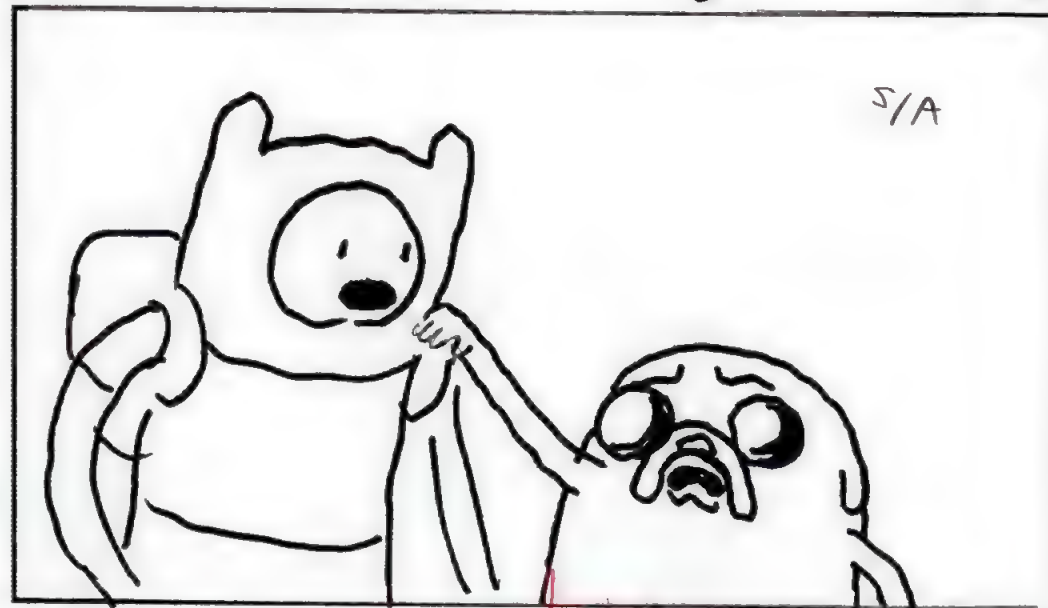
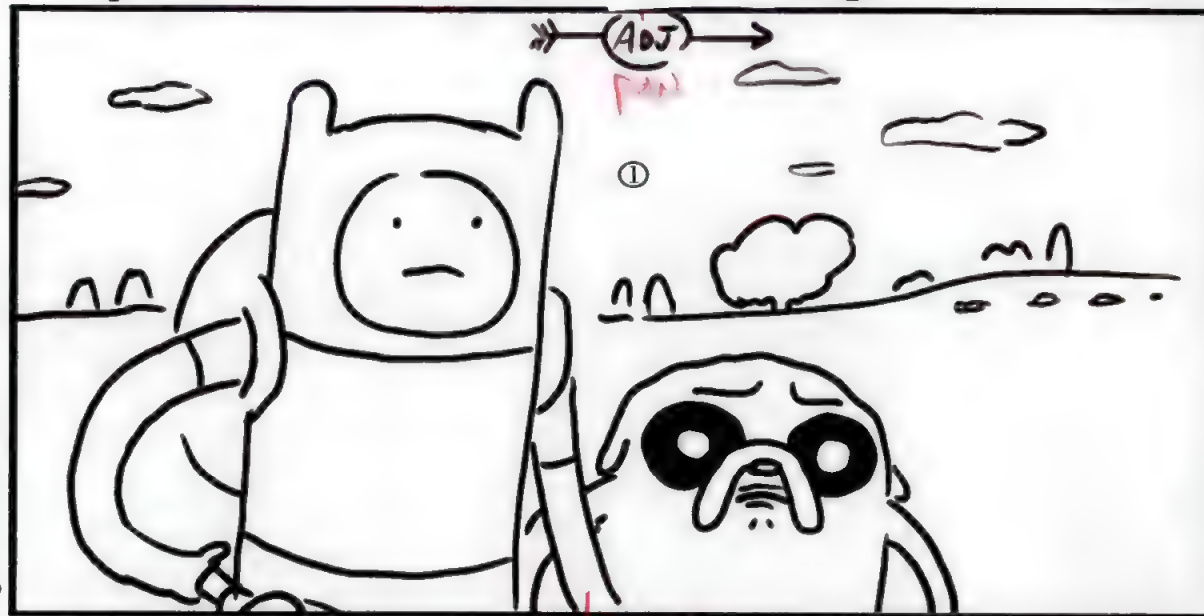
Pnl. A Bg.

day night

Sc. 148 *cont* Pnl. B

Bg.

Page 200
day night



S/A

Dialog:

J/ PHOOO

Action:



Timing:

E/ What's wrong?

MAR 24 2015

EPISODE #

Production:

1034-212

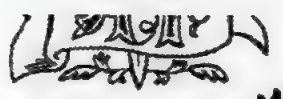
1034/212

1034/212

1034/212

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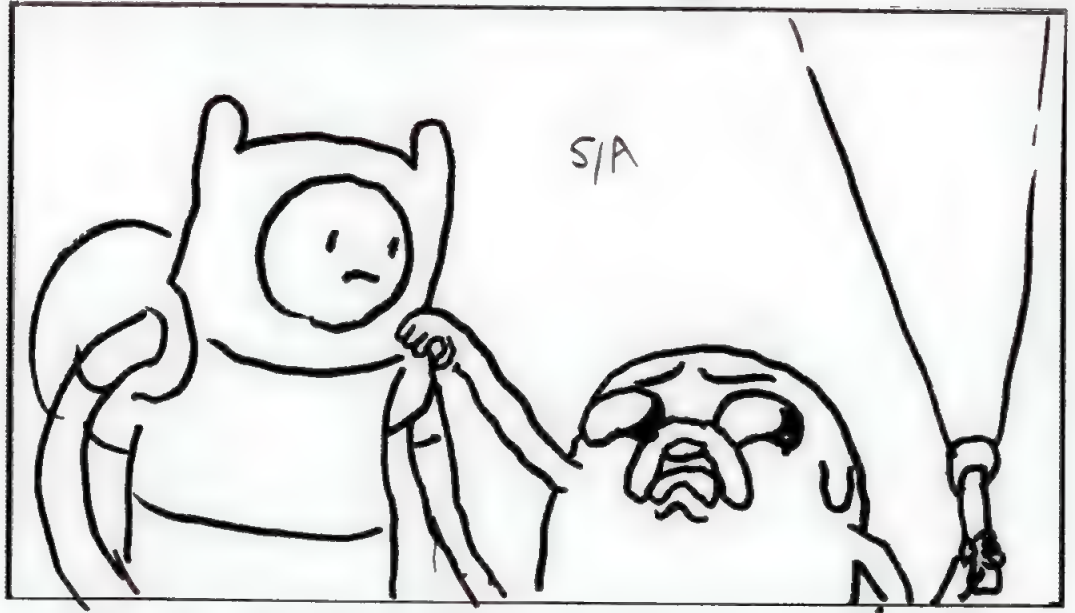
ADVENTURE TIME



Sc. 148 cont Pnl. C

Bg.

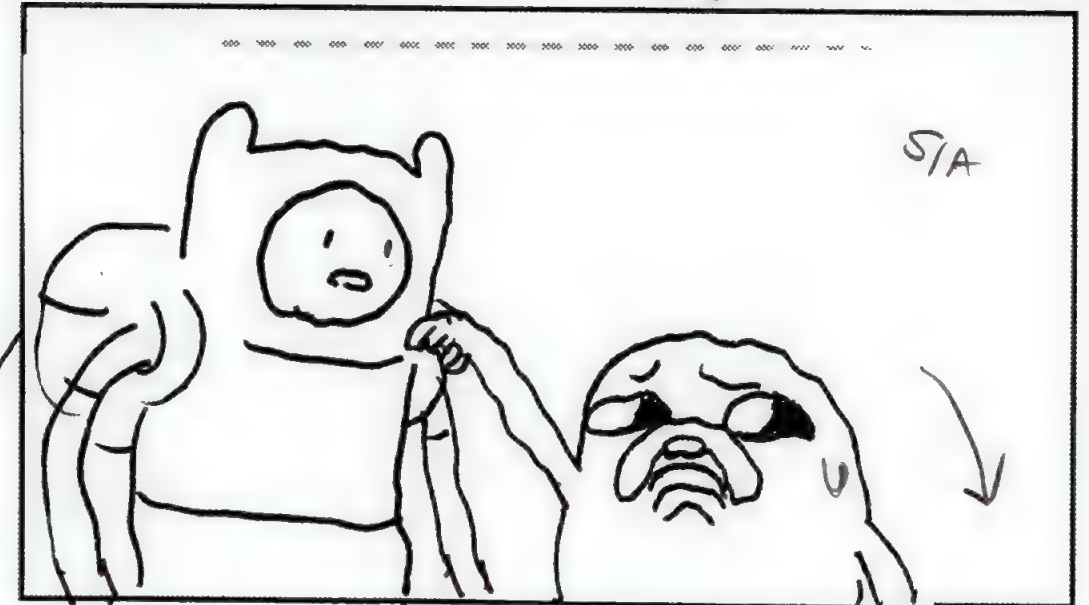
day night



Sc. 148 cont Pnl. D

Bg.

day night



Dialog:

J/ Remember how I
said my fear of
vampires was based
on ignorance?

Action:

Timing:

F/ yeah?

MAR 24 2015

EPISODE #

1034-212

Production:

1034/212

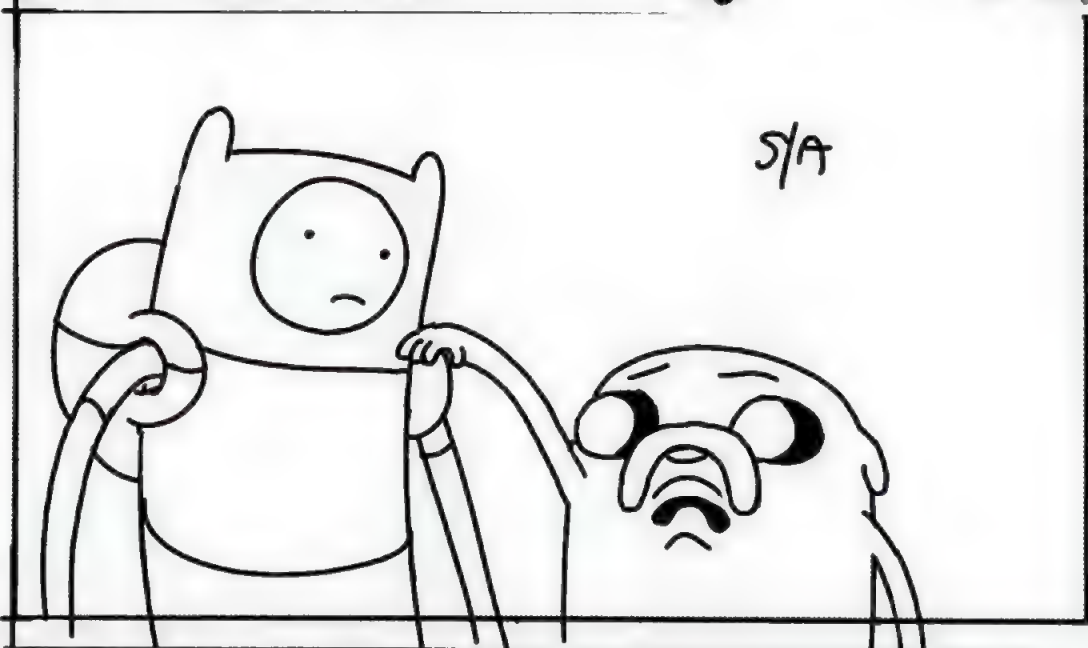
1034/212

ADVENTURE TIME



Page 202

Sc. 148 cont Pnl. E Bg. day night

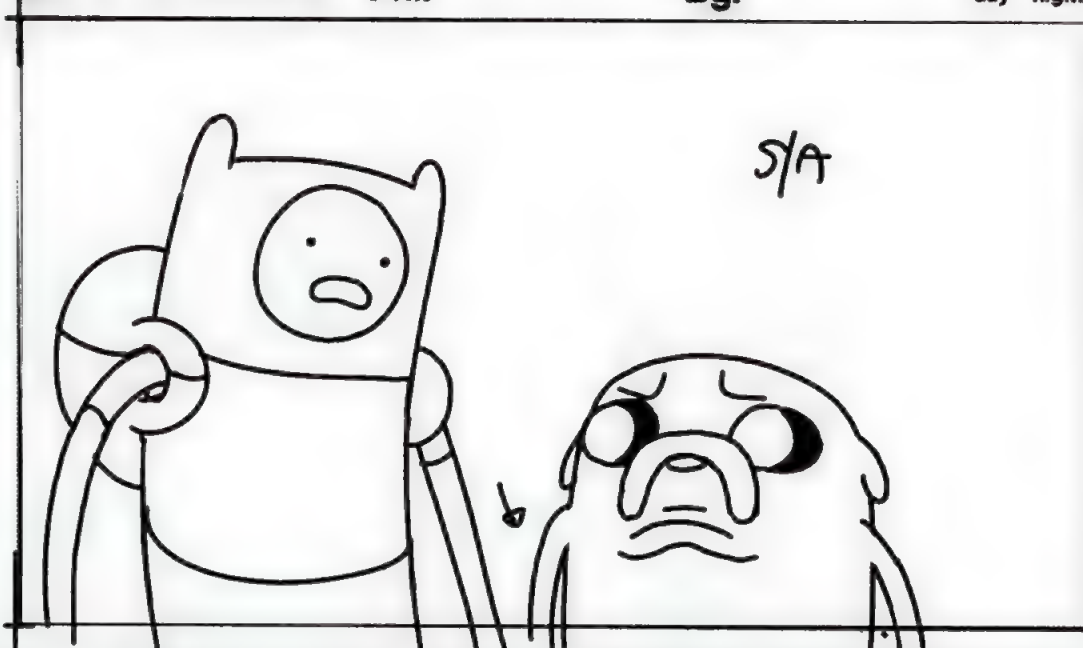


Dialog: J/well I think that revelation was actually based on true ignorance.

Action:

Timing:

Sc. 148 cont Pnl. F Bg. day night



F/so you're scared of vampires again?

MAR 24 2015

EPISODE #

Production:

1034-212

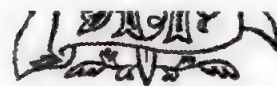
1034/212

1034/212

1034/212

ADVENTURE TIME

Sc. 148 *cont* Pnl. 6 Bg.



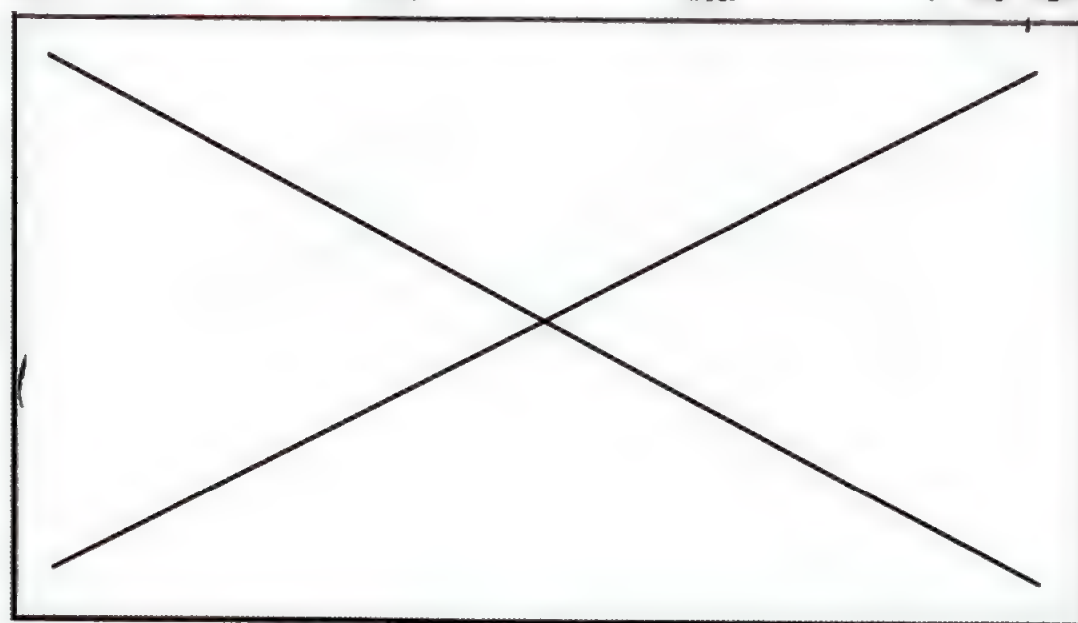
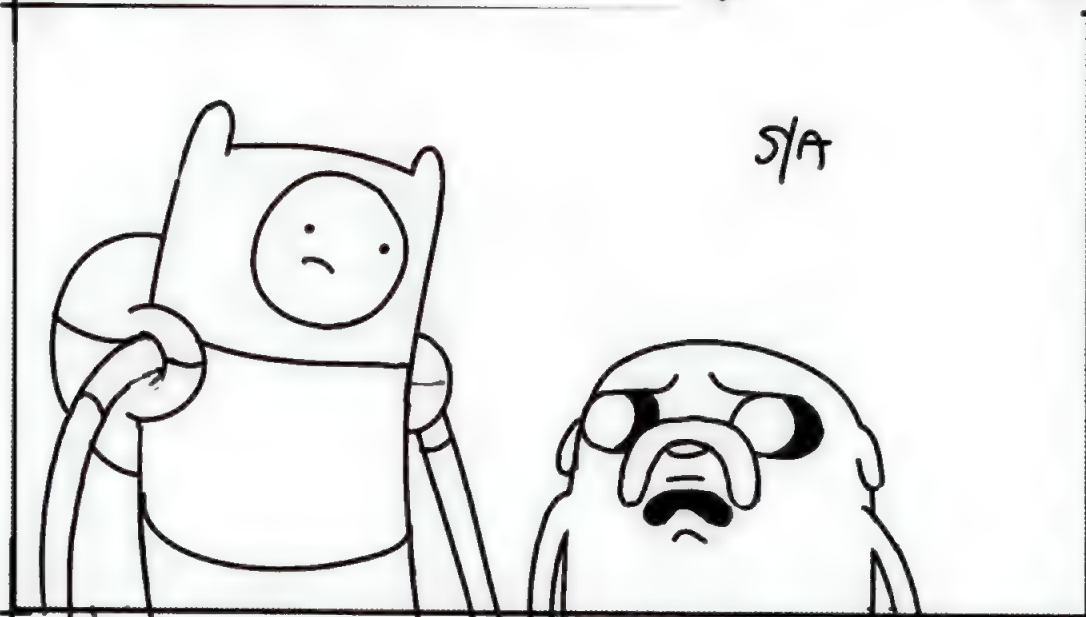
day night

Sc.

Pnl.

Bg.

Page *203*
No PG *204*
day night



Dialog:

*J/ Yeah man don't
be ignorant.*

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

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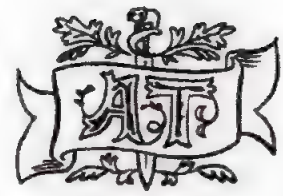
i034/212

1034/212

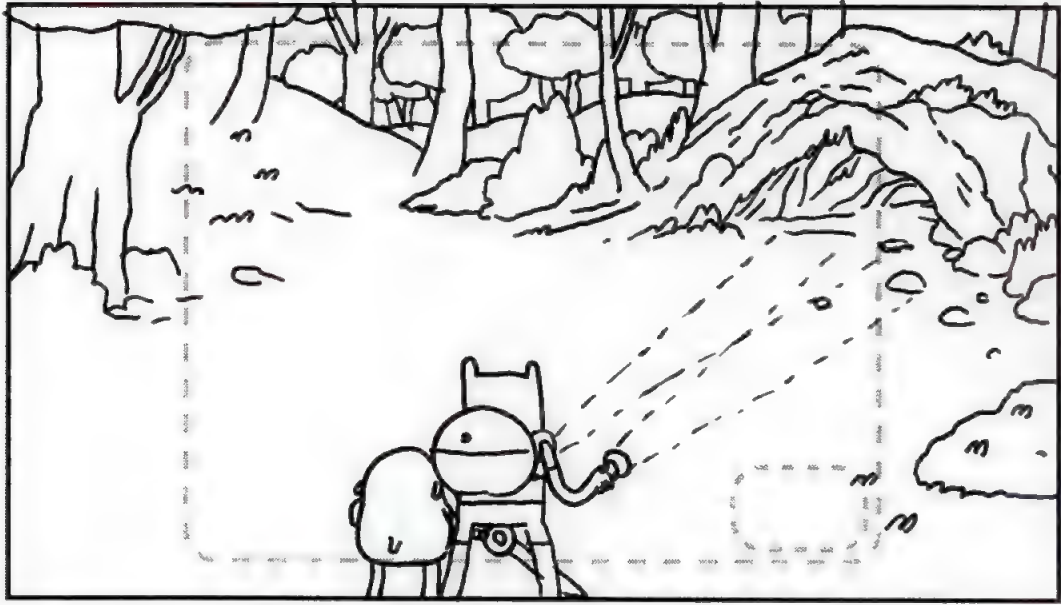
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ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Sc. 149 cont Pnl. B Bg. day night

Page 205



Dialog:	<p><u>Finn</u>/ come on <u>Jake</u>/ okay but I'm gonna hold on to your shirt.</p>
Action:	<p>(start pose)</p> <p>Jake holds on to Finn's shirt</p> <p>MAR 24 2015</p>
Timing:	

EPISODE #

Production:

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1034/212

1034/212

1034/212

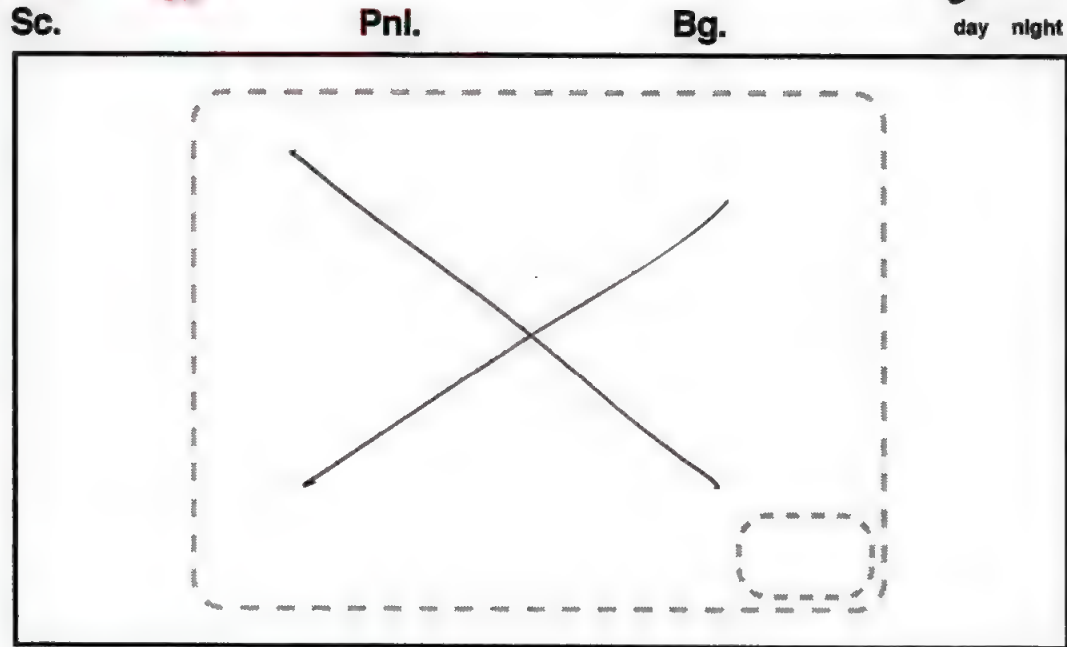
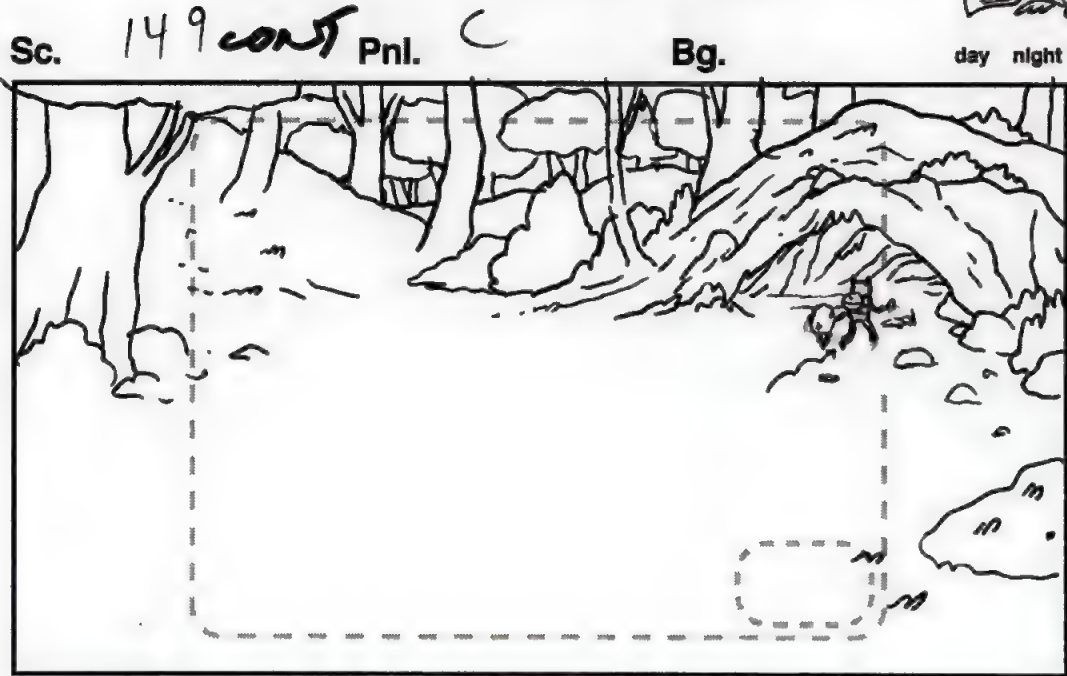
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ADVENTURE TIME



12.5

Page 206



Dialog:
Action:
Timing:

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Production:

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1034/212

HV
cut

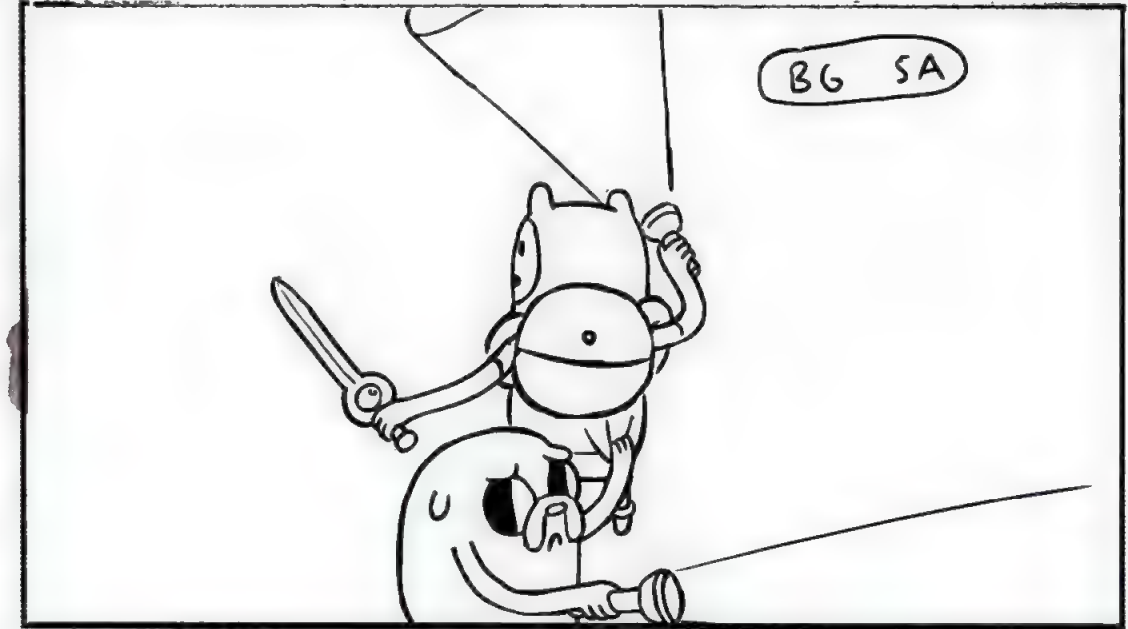
ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 150 *cut* Pnl. B Bg. day night



907
207A NEXT

Dialog:

F (whisper) / Look at ...
these poor babies

F / what's ...

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

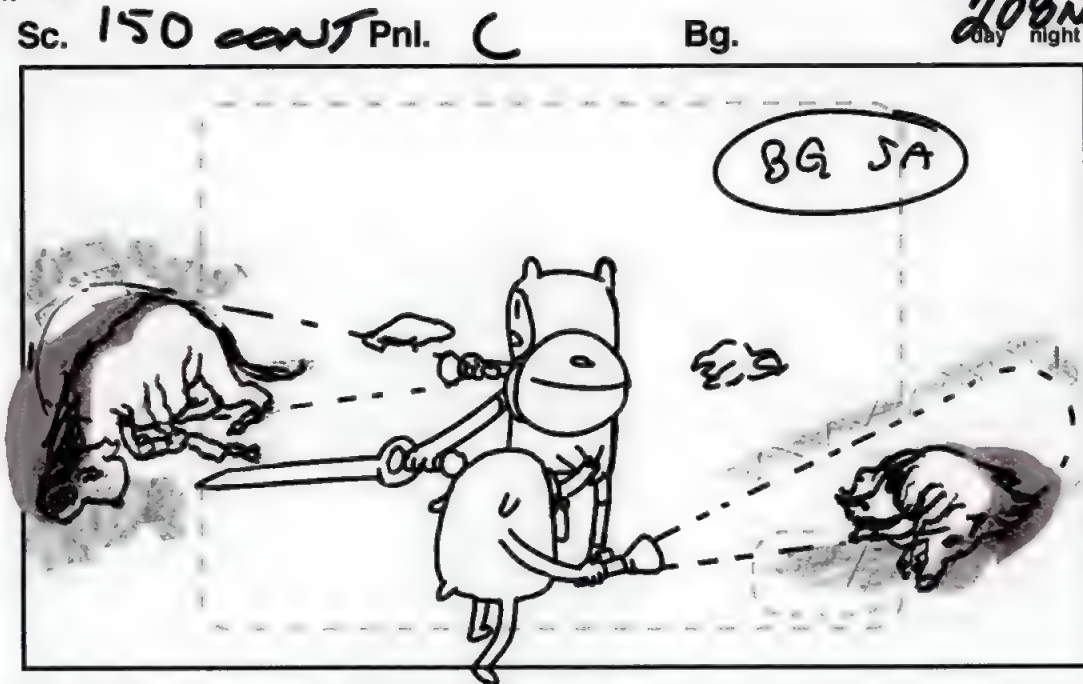
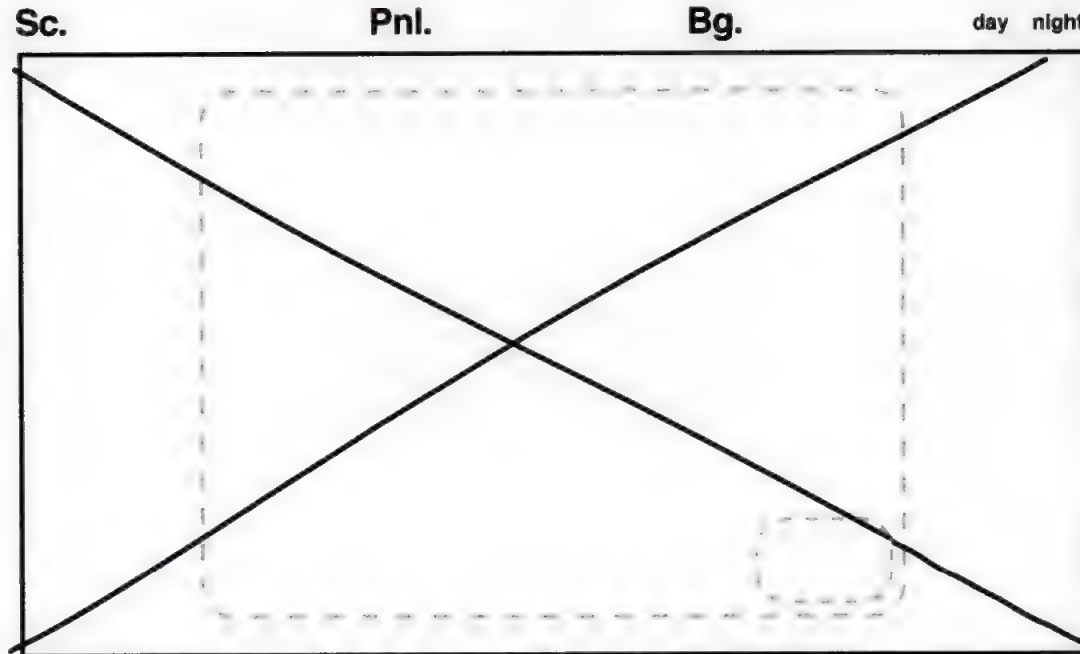
1034/212
1034-212

1034/212

ADVENTURE TIME



Page **207A**
208 NEXT
 day night



Dialog:

F/... Happening to them?

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

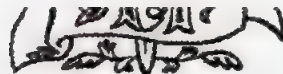
1034/212

1034/212

1034/212

HU
cut

ADVENTURE TIME



Sc. 151

Pnl. A

Bg.

day night



Sc. 151

cut

Pnl. B

Bg.

Page

208
208ANED
cut

day night



Dialog:

J/ Y-you tell me m-man

Bi-pac set-up

Action:

Timing:



Take level
w/ step cycle



Anim/BLS
Anim TWD cam
w/w step cycle

MAR 24 2015

EPISODE #

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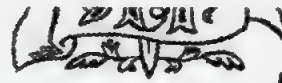
1034/212

Sc. 152

Pnl. A

Bg.

day night



Sc. 152 cont Pnl. B

Bg.

Page 208A
209A



Dialog:

Cow: MOOOO

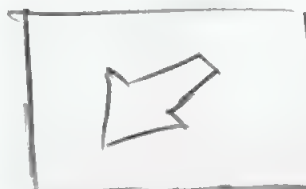
FOI think they're in the process --
(Bi-PAC SET-UP)

Action:

Timing:



FINS LEVEL
w/ step cycle



ANIM/BG TWO'S
cam w/w step cycle

MAR 24 2015

EPISODE #

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1034/212

1034/212

1034/212

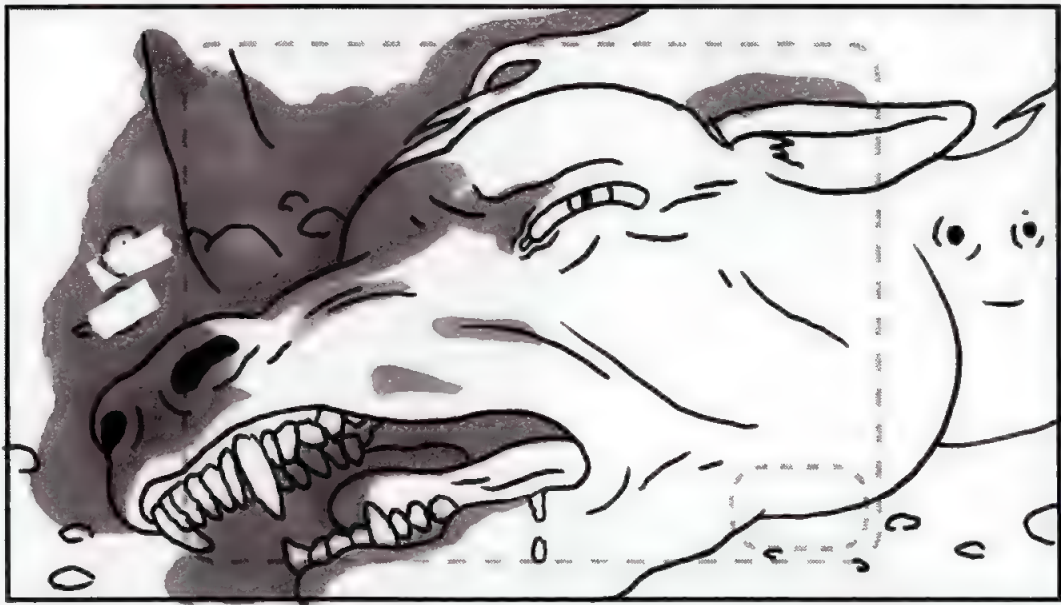
Cut

ADVENTURE TIME



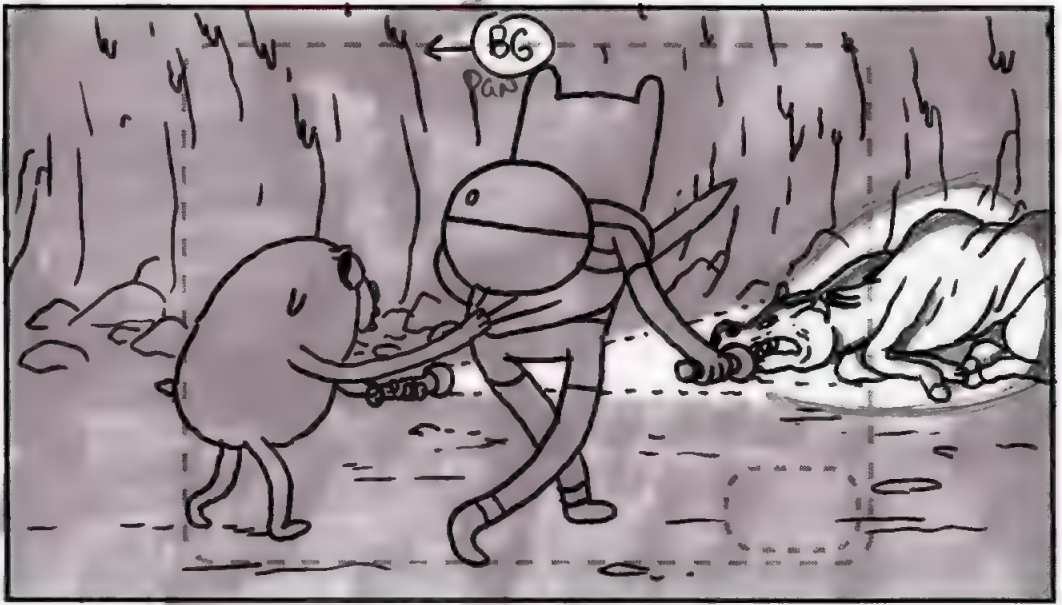
HU
Cut

Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night

Page 209



Dialog:	Finn(cont)/OG being turned, eh?		Jake/ uhg glob
	(A)	(canadian style)	
Action:	(horse nostril flaring)		MAR 24 2015
Timing:			



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Production:

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1034/212

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ADVENTURE TIME



Page **210**
day night

Sc. **154 cont** Pnl. **B**

Bg.

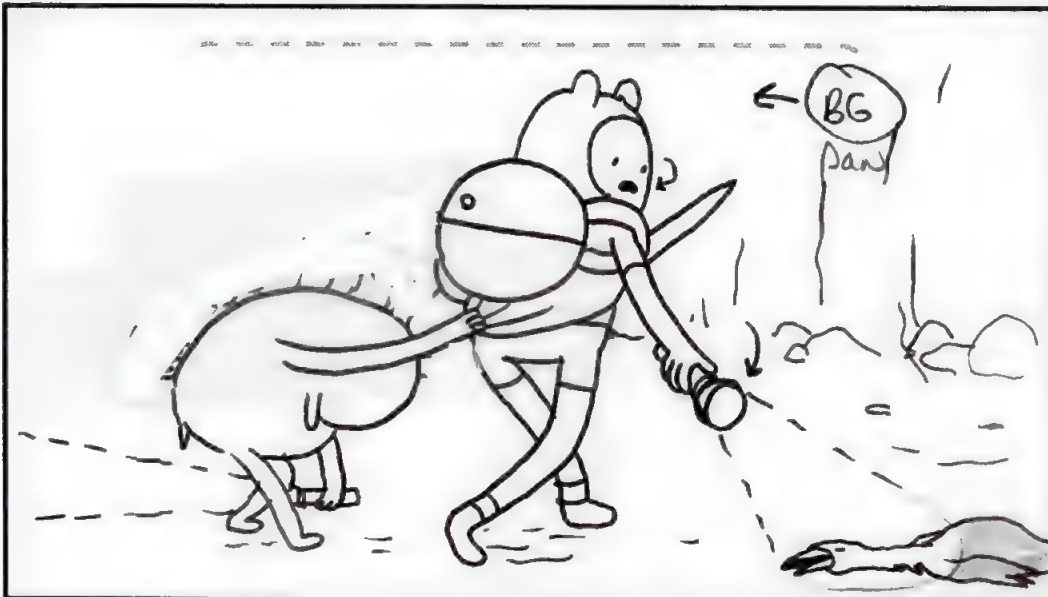
day night



Sc. **154 cont** Pnl. **C**

Bg.

day night



Dialog: Jake (cont) / something big just dropped
in my gut.

Finn / Hang in there bro

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

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1034/212

1034/212

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ADVENTURE TIME



Sc.

154 cont

Pnl.

D

Bg.

day night

Sc.

154 cont

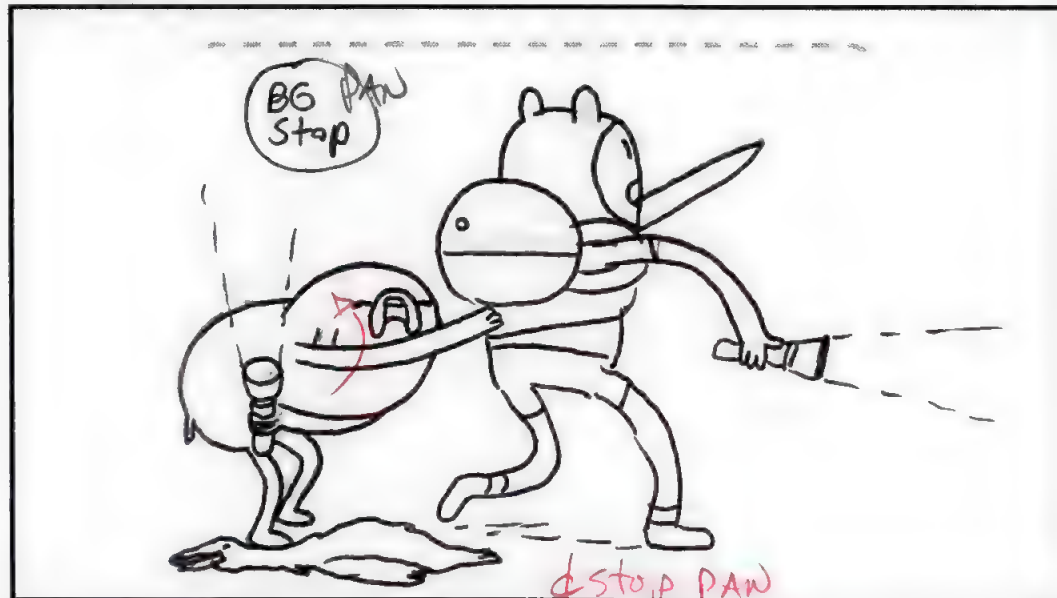
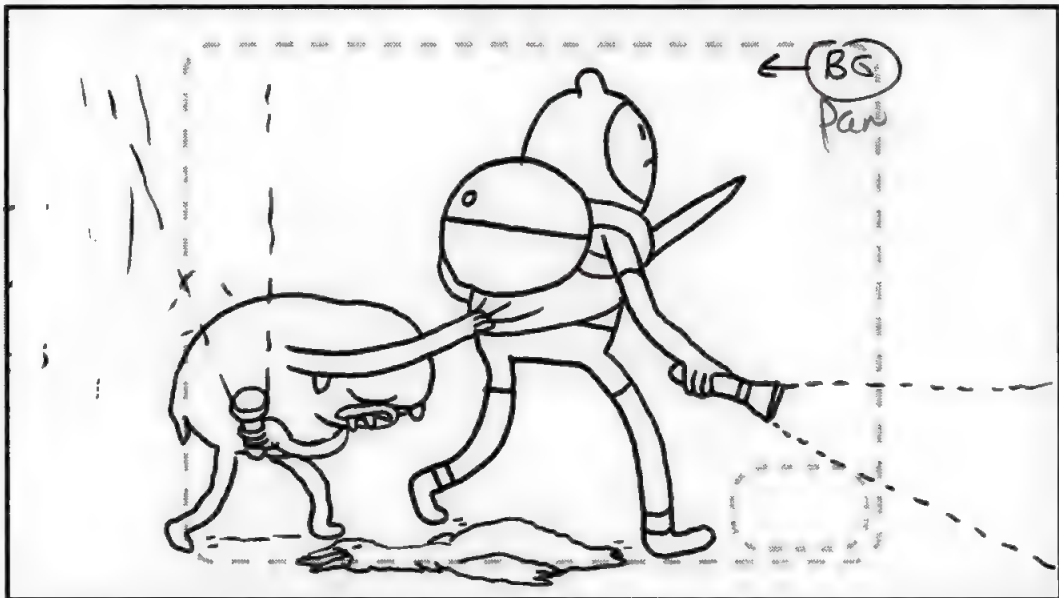
Pnl.

€

Bg.

Page 211
day night

HO
GAT



Dialog:

Jake / I can't be here man it's too real.

Action:

(increasing sound of sucking noise)

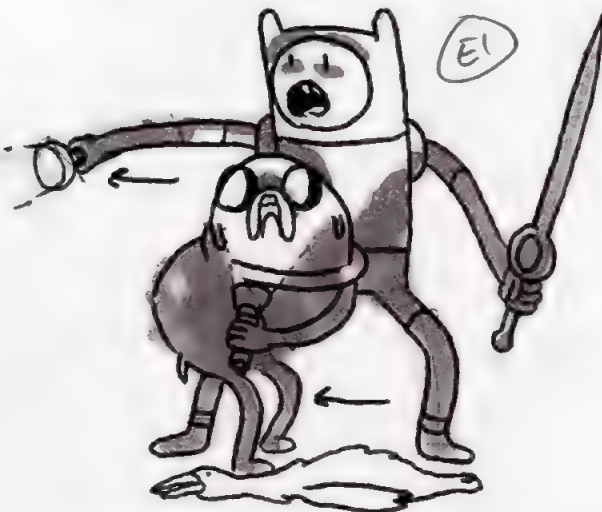
D1



Timing:

Finn / wait you hear that?

E1



MAR 24 2015

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Production:

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1034/212

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Hu
Cw

ADVENTURE TIME

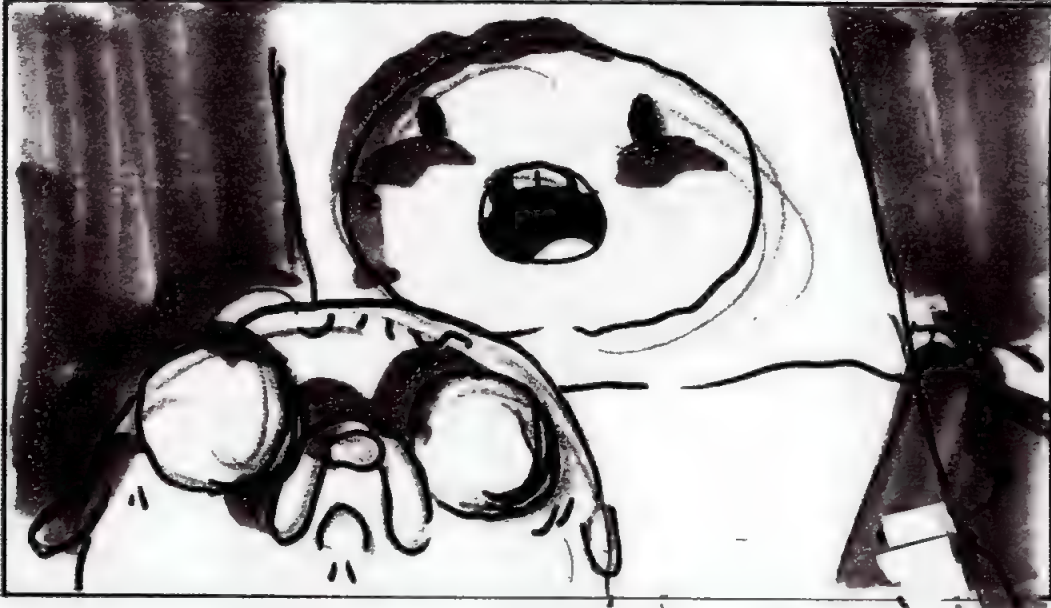


Sc. 155

Pnl. A

Bg.

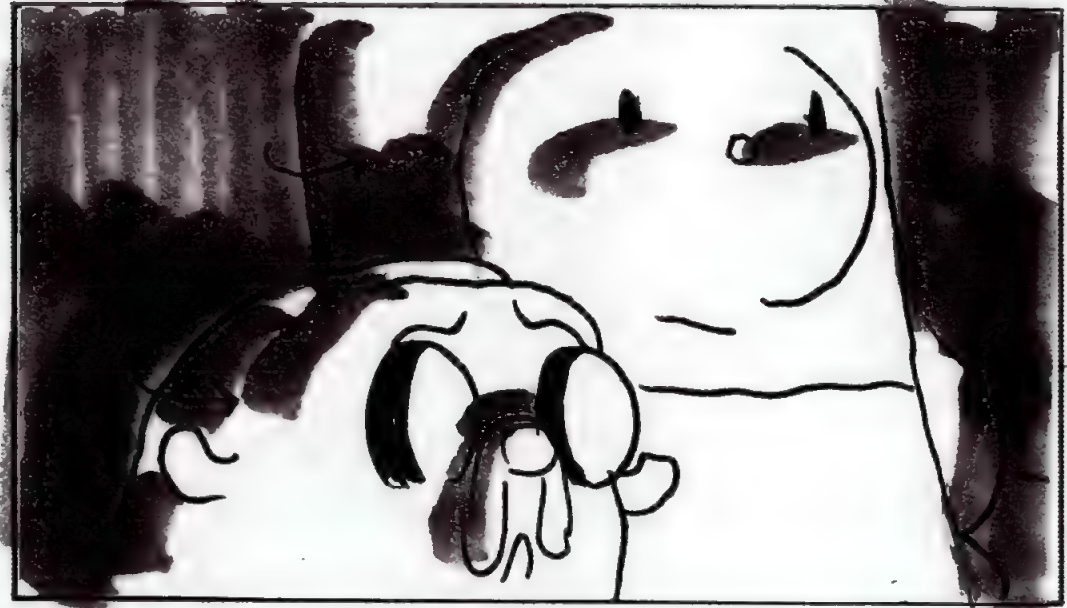
day night



Sc. 155 cont Pnl. B

Bg.

Page 212
day night



Hu
Cw

Dialog:

F/ Listen!

Action:

Timing:

sfx/ slurp slurp slurp

MAR 24 2015

EPISODE #

Production:

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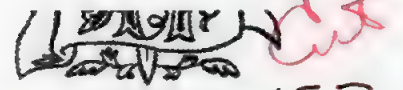
1034/212

1034/212

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ADVE

ADVE



Sc. 156

Pnl. A

Bg.

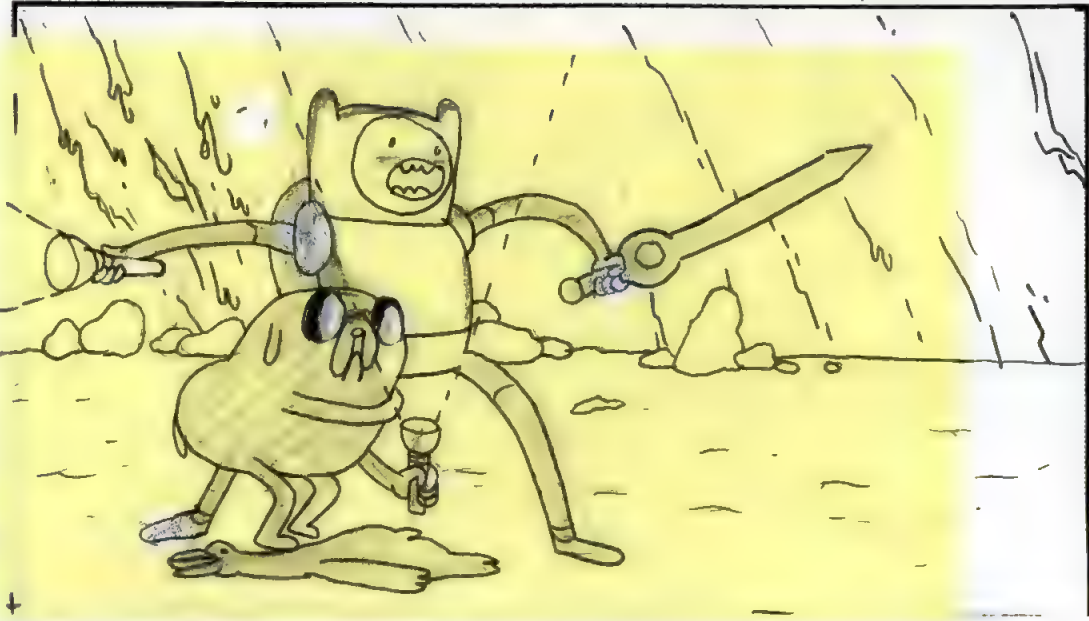
day night

Sc. 157

Pnl. A

Bg.

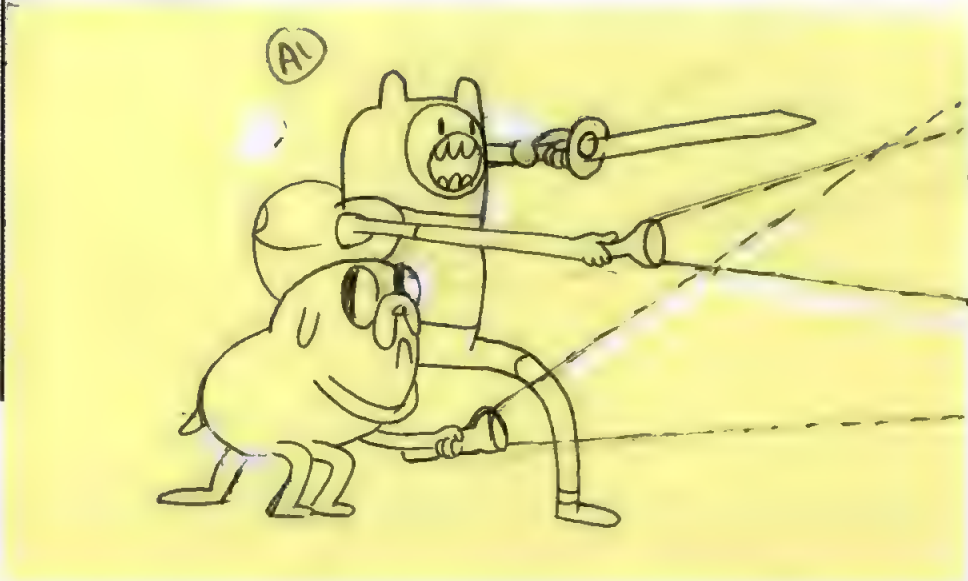
Page 213
day night



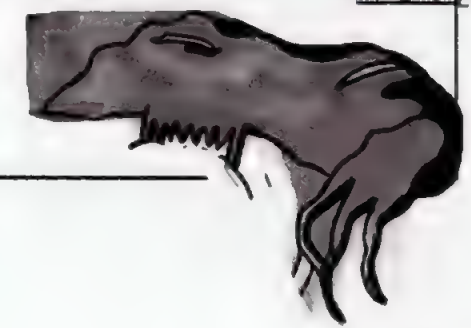
Dialog:

F/THERE!

VAMPIRE
Creative/ = SLUCK SLUCK:



-flash light on creature
sucking on horse
neck



AI
MAR 24 2015

Production:

EPISODE #

1034-212

1034/212

1034/212

ADVENTURE TIME



Sc. 158

Pnl. A

Bg.

day night



Sc. 159

Pnl. A

Bg.

Page 214
day night



Dialog:

Horse/

A little help

Action:

Timing:

J/ AIEEE

MAR 24 2015

EPISODE #

1034-212

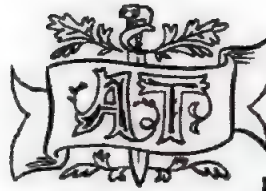
1034/212

Production:

1034/212

Hu
Art

ADVENTURE TIME

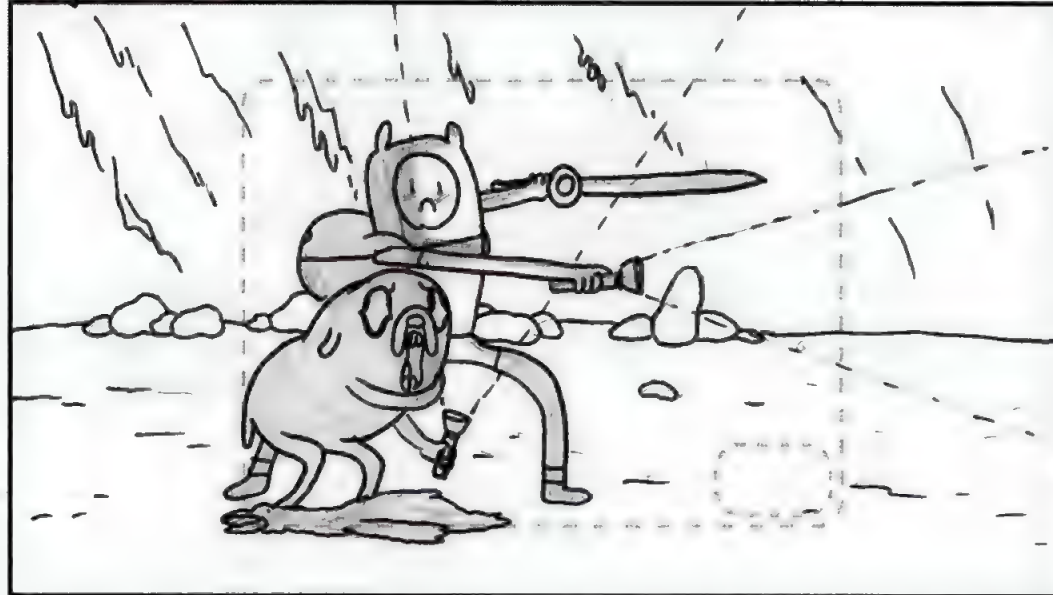


Sc. 160

Pnl. A

Bg.

day night

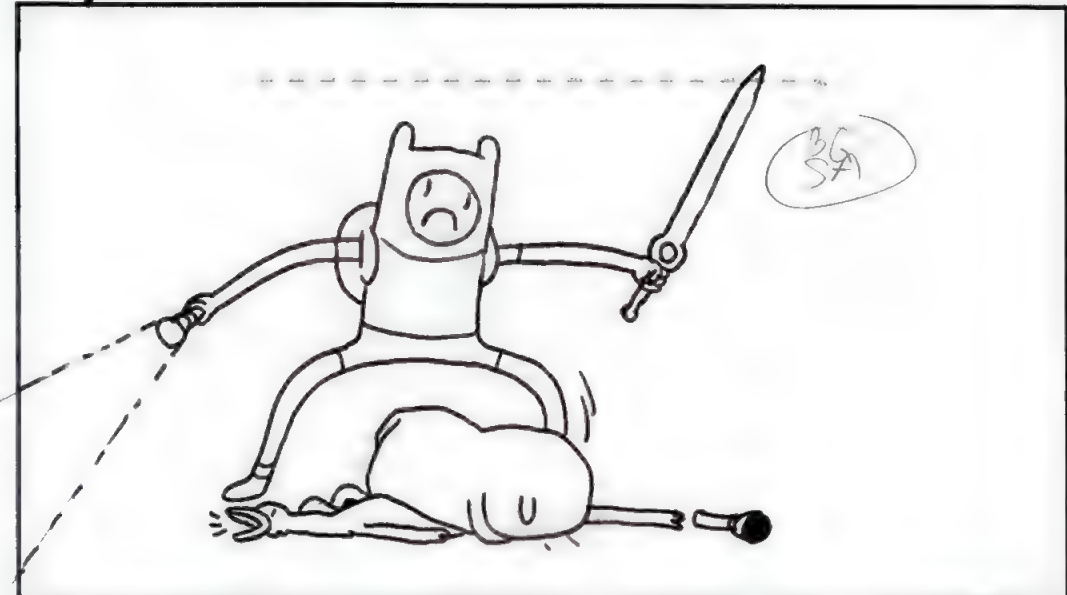


Sc. 160 cont

Pnl. B

Bg.

Page 215
day night



Dialog:

Jake / (cont) (scream)

Goose / = HONK! =

Action:

Jake faints, FALLS ON GOOSE.

Jake's flashlight goes out

MAR 24 2015

Timing:

EPISODE #

1034-212

Production:

1034/212

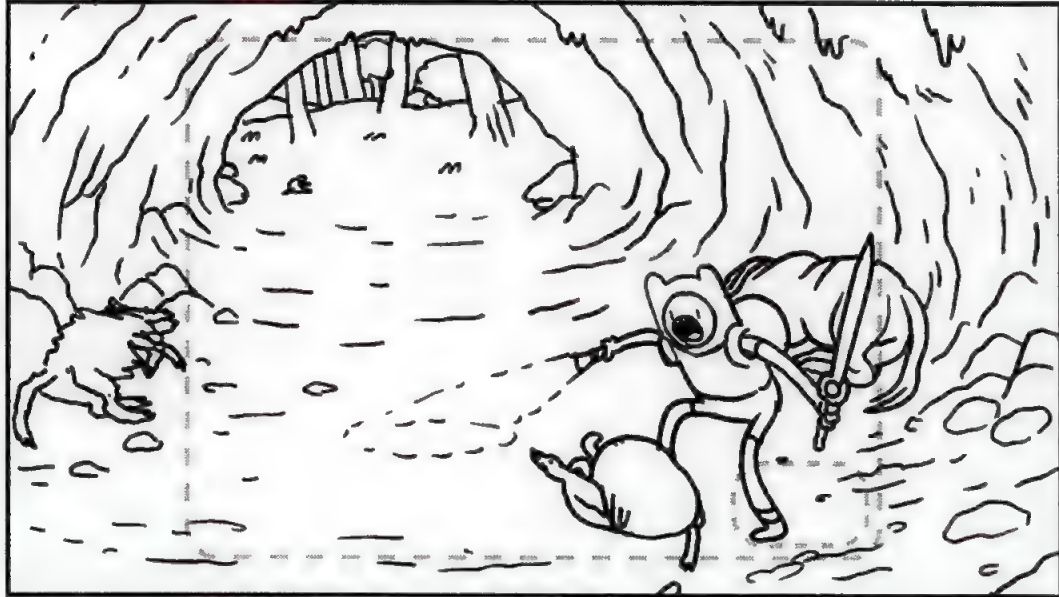
1034/212

1034/212

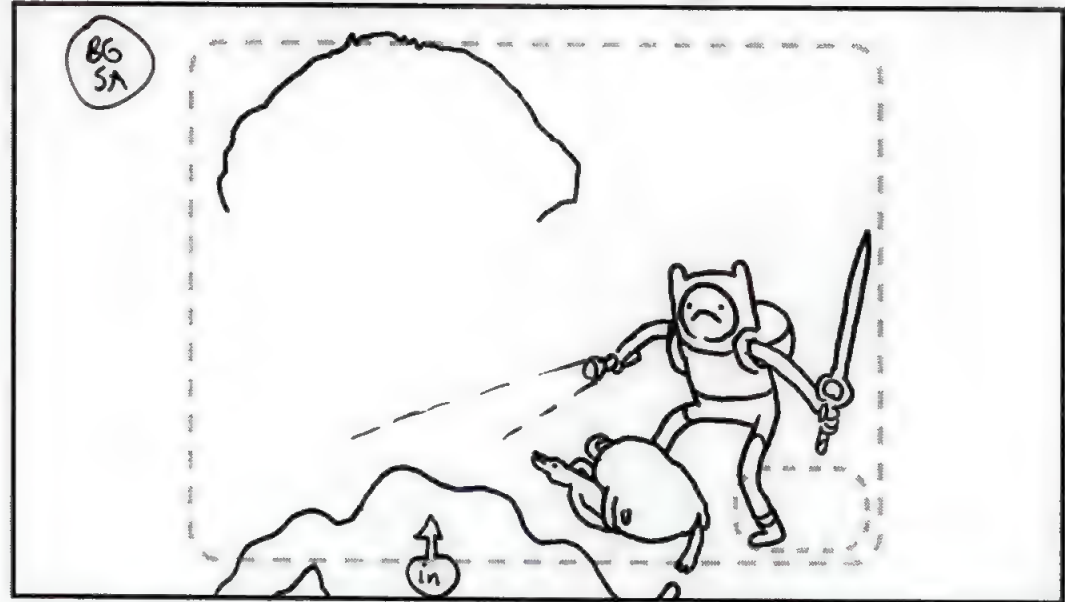
ADVENTURE TIME



Sc. **161** Pnl. **A** Bg. day night



Sc. **161 cont** Pnl. **B** Bg. **216** day night



Dialog:

Finn! Jake !!

vampire creature / = HISS !! :

Action:

-VC SCUTTLES PAST FINN

MAR 2 4 2015

Timing:

EPISODE #

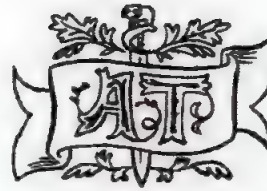
Production:

1034-212

1034/212

1034/212

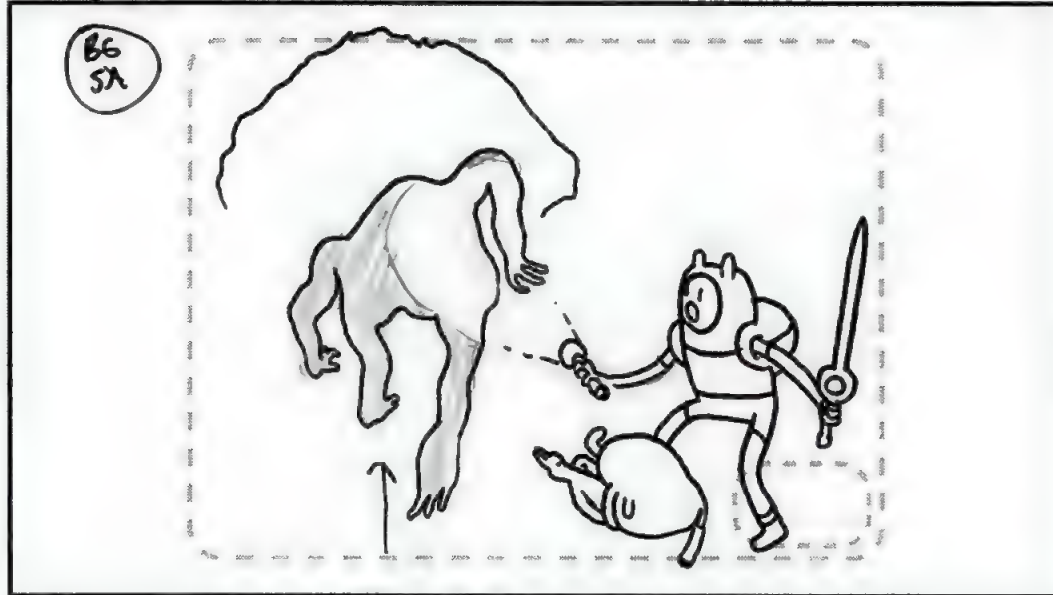
ADVENTURE TIME



Sc. 161 cont Pnl. C

Bg.

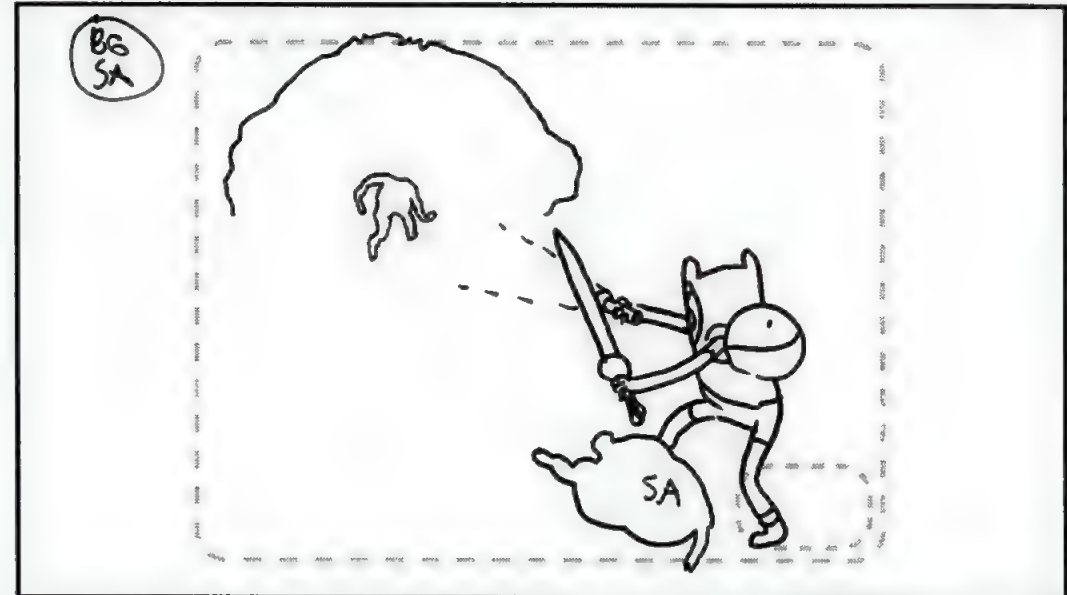
day night



Sc. 161 cont Pnl. D

Bg.

day night



Dialog:

Fiinn Hey!

Action:

Timing:

Fiinn get back here!

MAR 24 2015

Production:

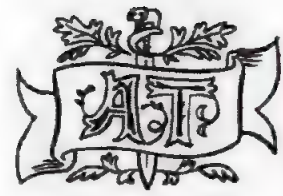
EPISODE #

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1034/212

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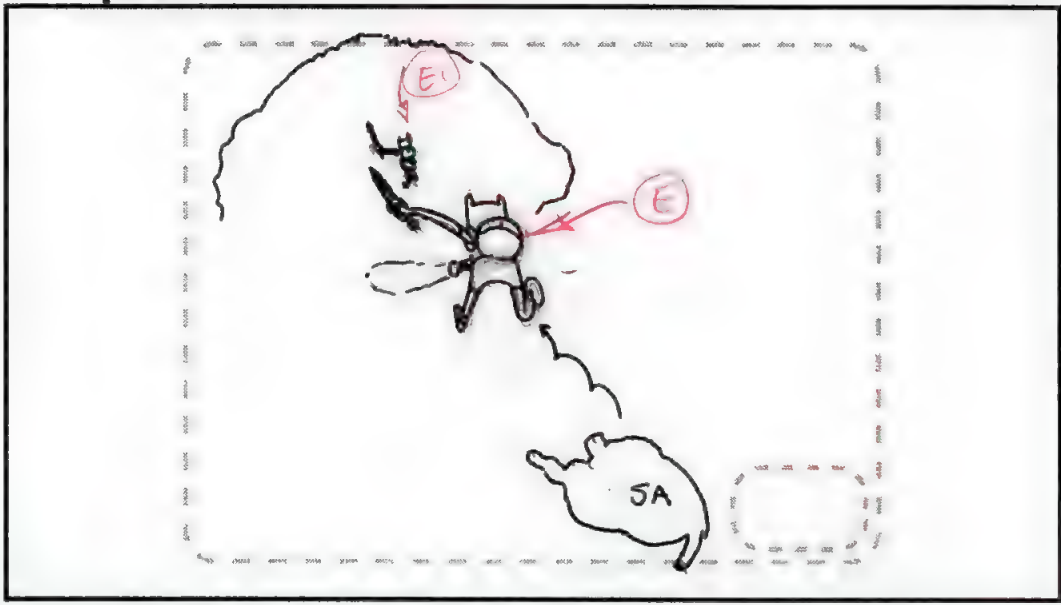
ADVENTURE TIME



Sc. **161 cont** Pnl. **E**

Bg.

day night

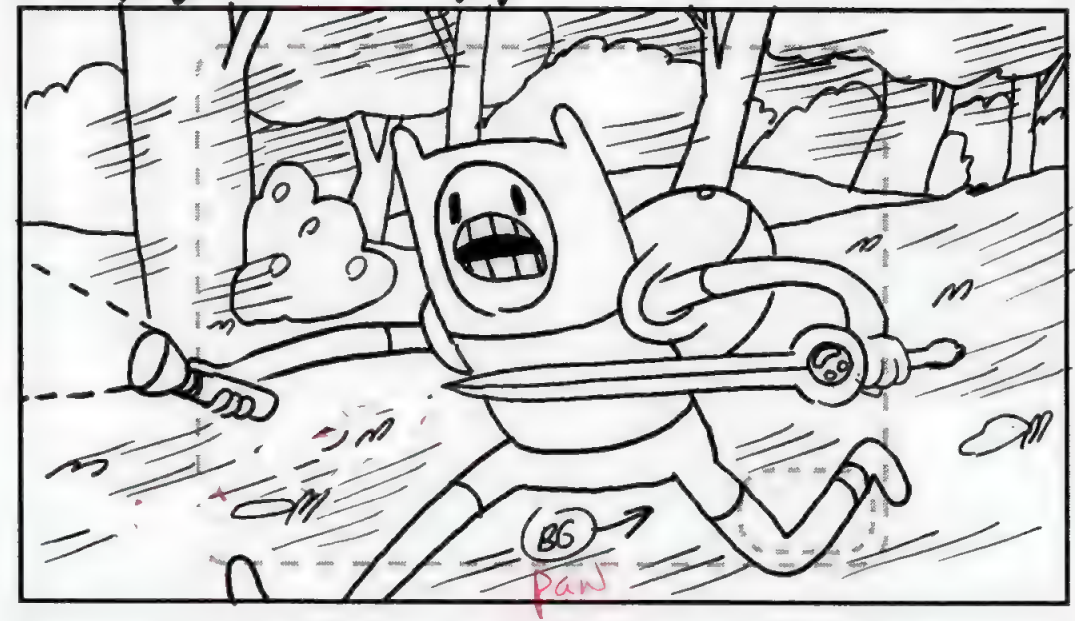


Sc. **162** Pnl. **A**

Bg.

day night

Page **218**



Dialog:	<u>Finn</u> / HUFF huff
Action:	- f. RUNS OUT OF CAVE.
Timing:	

MAR 24 2015

EPISODE #

Production:

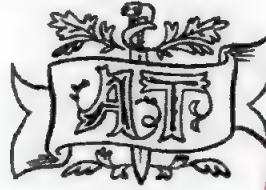
1034-212

1034/212

1034/212

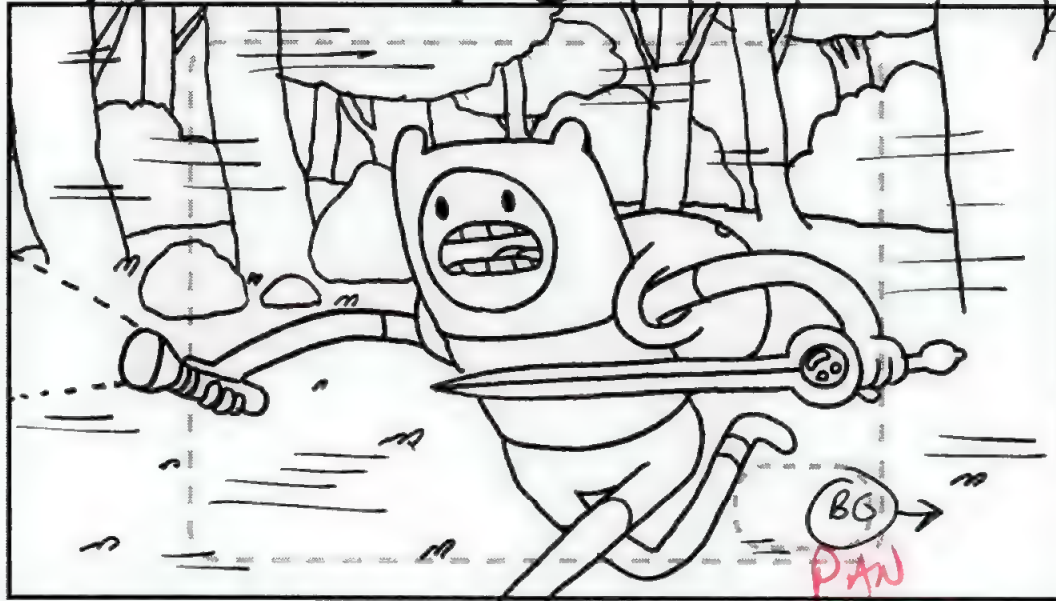
1034/212

ADVENTURE TIME

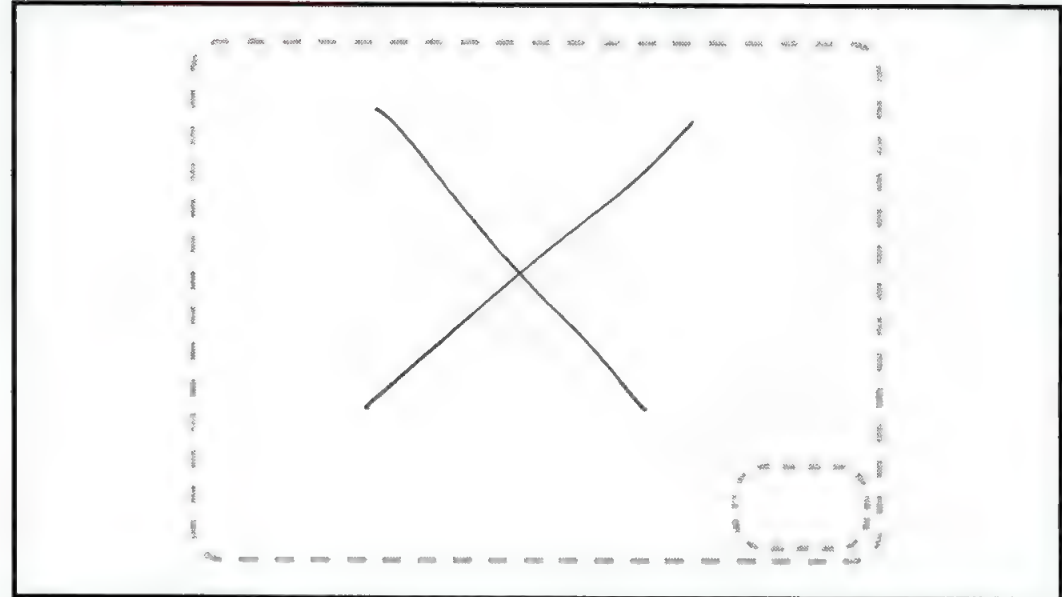


Page **219**

Sc. **162 CONT** Pnl. **B** Bg. day night



Sc. **Cut** Pnl. Bg. day night



Dialog:

Finn/HUFF HUFF

Action:

MAR 24 2015

Timing:

EPISODE #

Production:

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1034/212

1034/212

rev.

ADVENTURE TIME

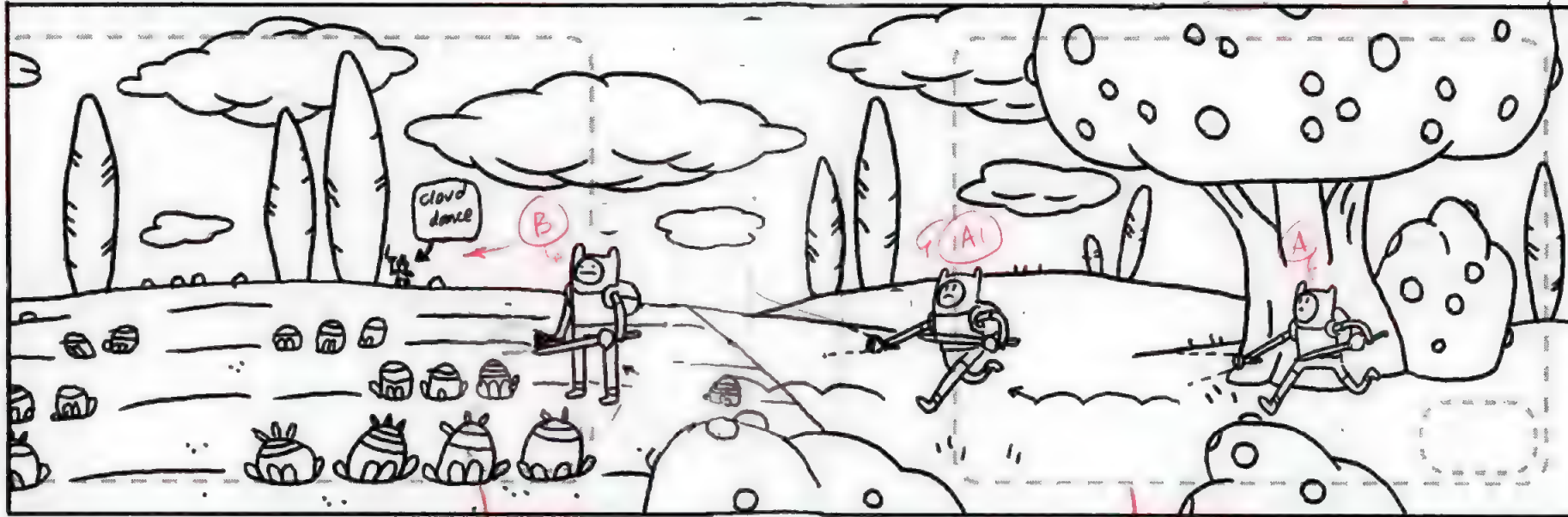


Sc. **163**
Cut

(B)

(A)

Page **270**
day night



Dialog:

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

1034-212

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1034/212

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ADVENTURE TIME



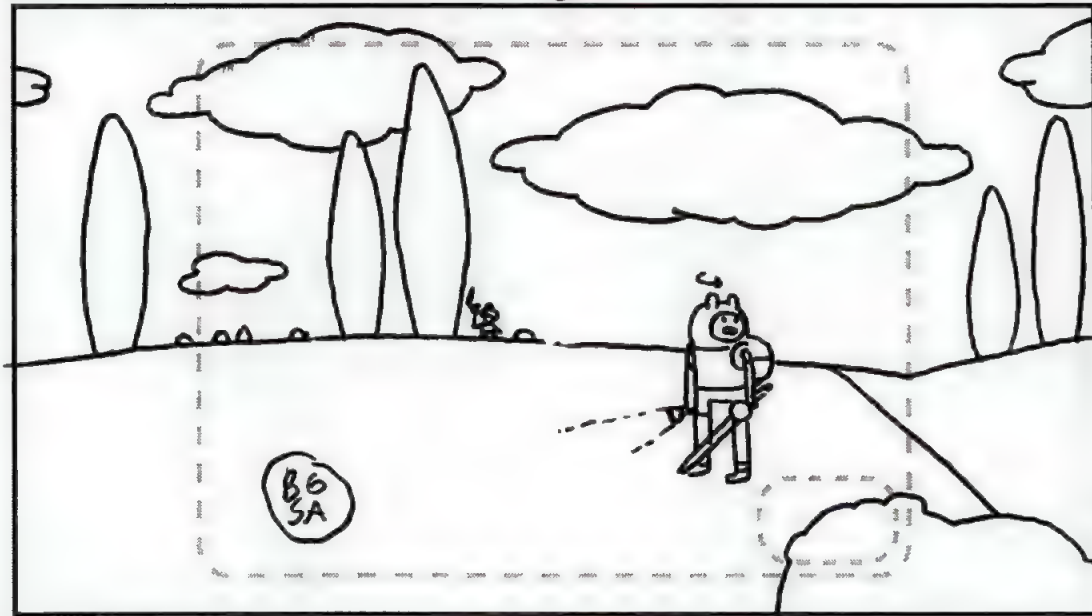
Hu
cut

Sc. 163 cont Pnl.

C

Bg.

day night



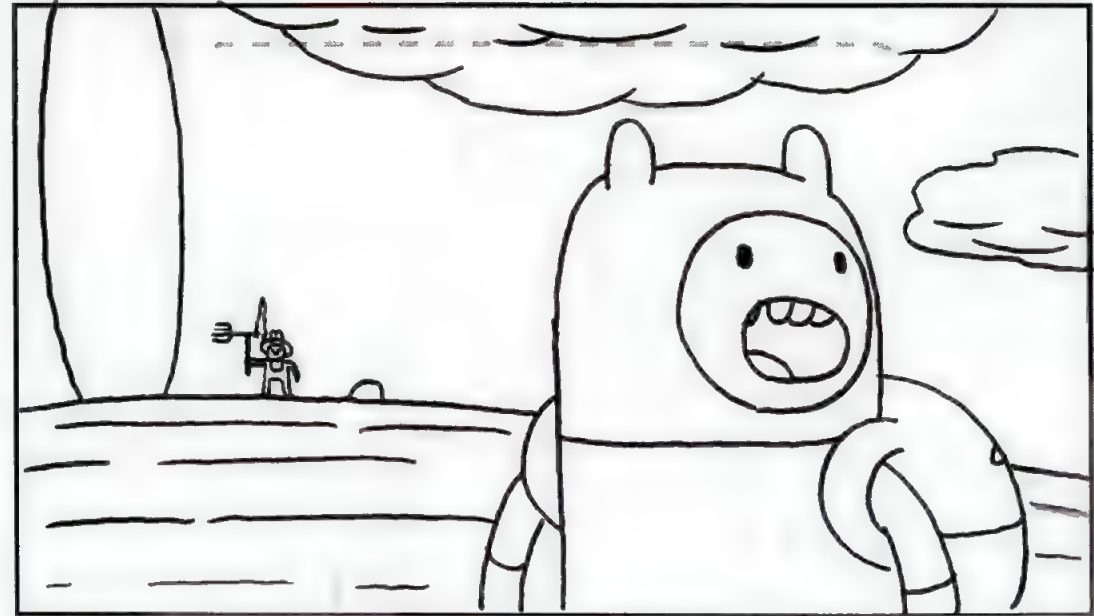
Sc. 164

Pnl. A

Bg.

day night

221



Dialog:

Finn Dang. Lost him.

Finn Marci?!

Action:

Timing:

MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

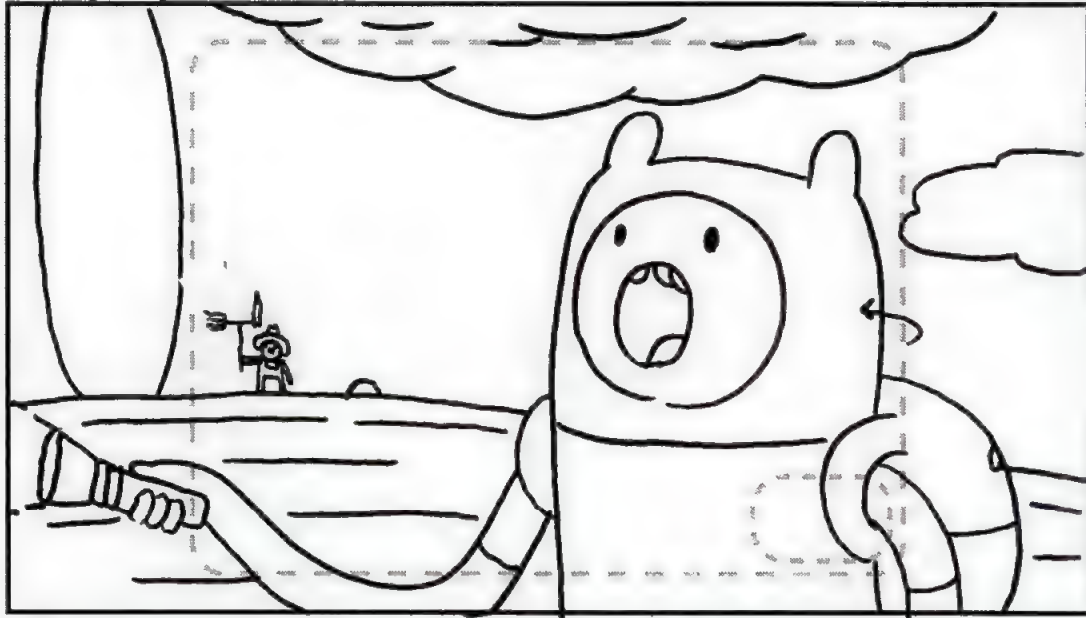
1034/212

1034/212

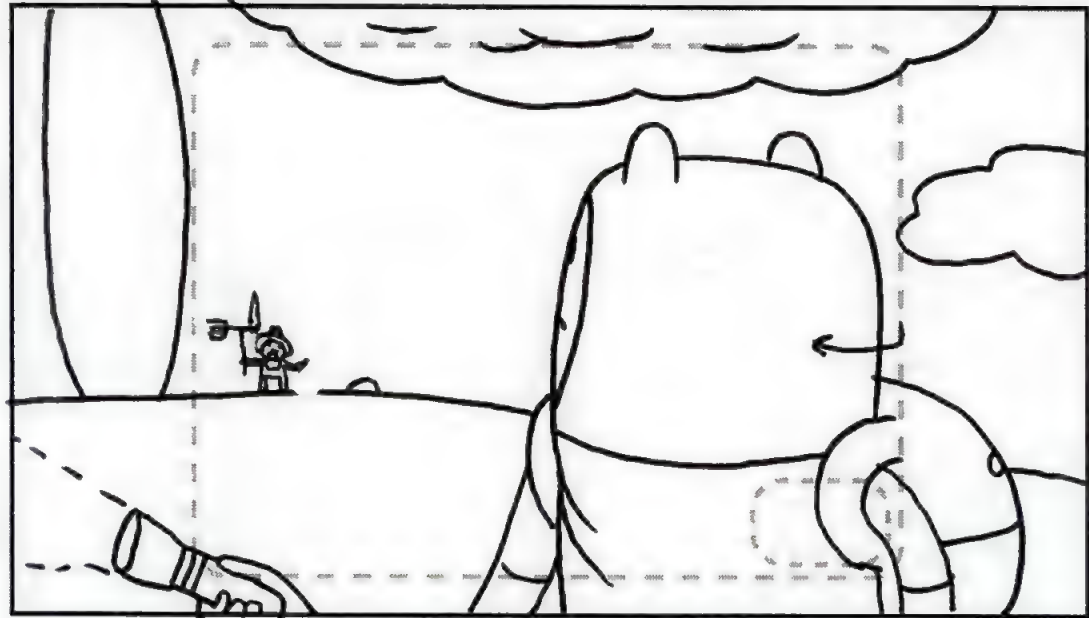
ADVENTURE TIME



Sc. *164 cont* Pnl. *B* Bg. day night



Sc. *164 cont* Pnl. *C* Bg. *222* day night



Dialog: *Finn/ Marci you still out here ?!*

cloud Dance/ she's still out here alright.

Action:

MAR 24 2015

Timing:

EPISODE #

Production:

1034-212

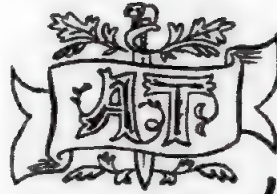
1034/212

1034/212

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1034/212

ADVENTURE TIME



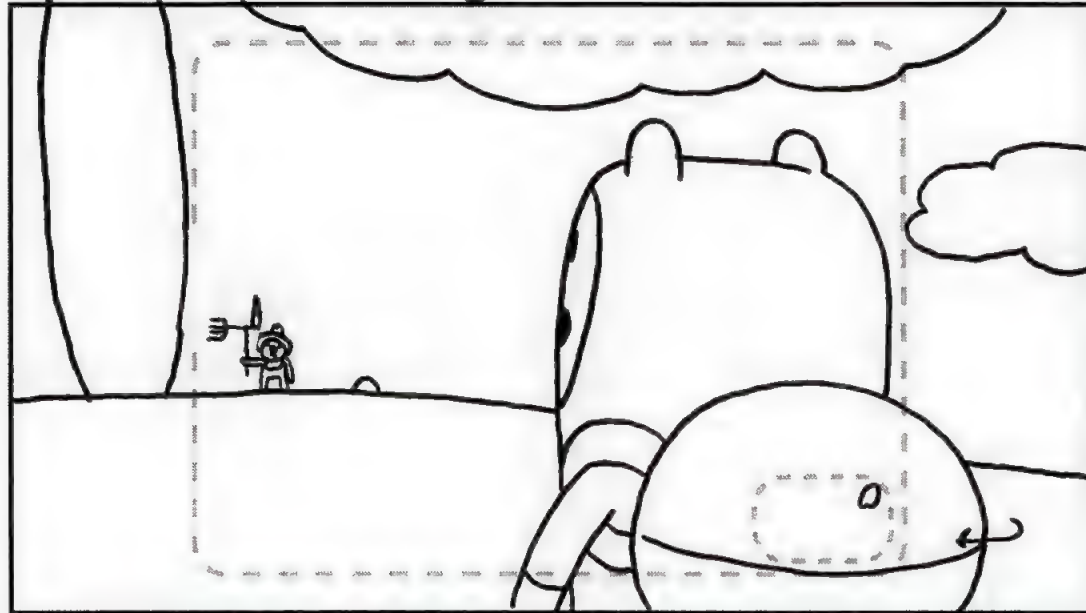
Ho
Cut

Sc. 164 cont

Pnl. D

Bg.

day night



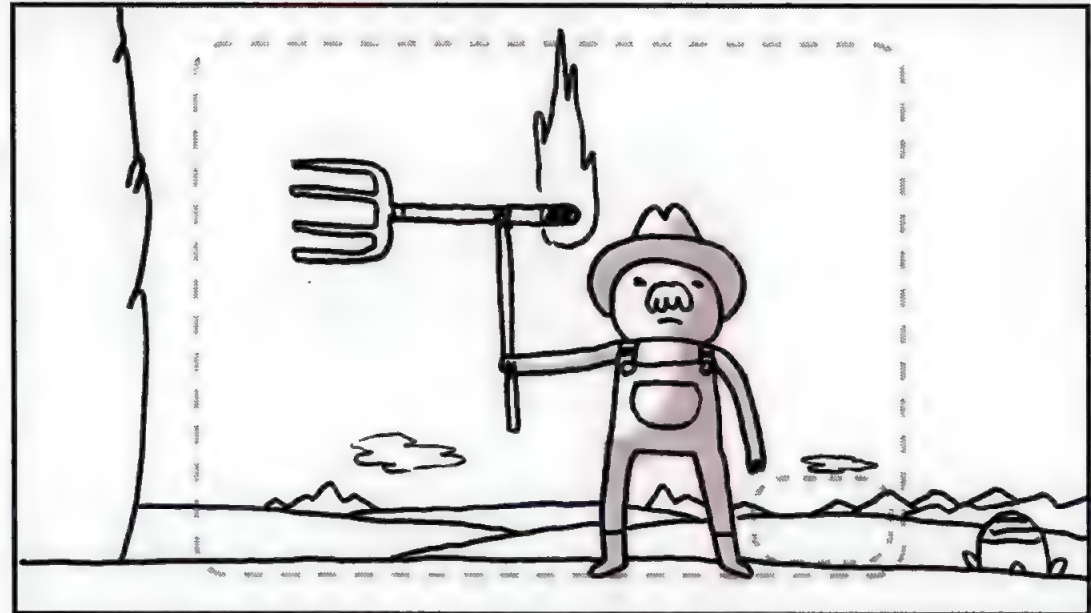
Sc. 165

Pnl. A

Bg.

Page

day night



Cut

Dialog:

Finn/ Oh hey Man

Finn/ Did you see a scary beast go by?
(o/s)

Action:

Timing:

MAR 24 2015

EPISODE #

1034-212

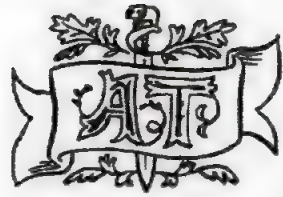
1034/212

Production:

1034/212

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ADVENTURE TIME



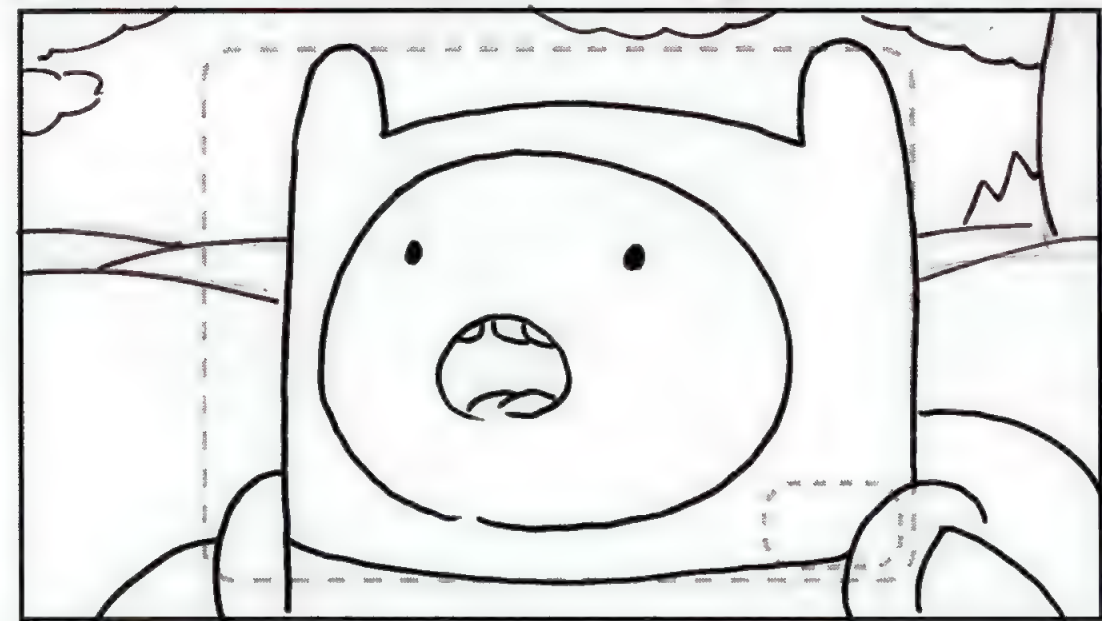
Cut

Sc. 166

Pnl. A

Bg.

day night



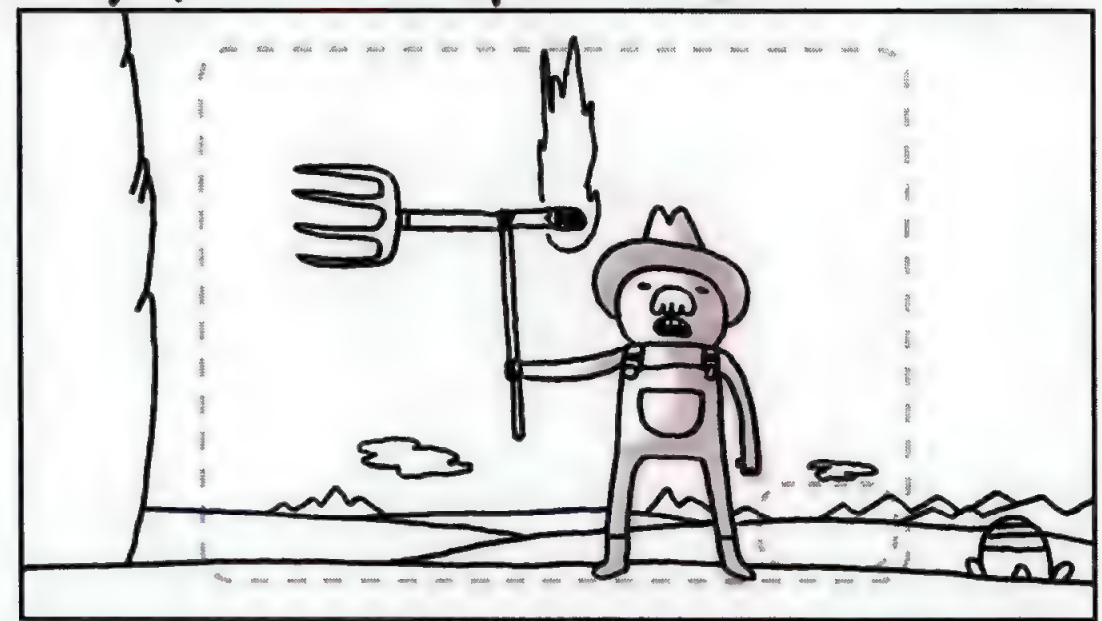
Sc. 167

Pnl. A

Bg.

Page 224
day night

Cut



Dialog: Finn I chased it out here but it got away.

CD We found that beast.

Action:

MAR 24 2015

Timing:

EPISODE #

Production:

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1034/212

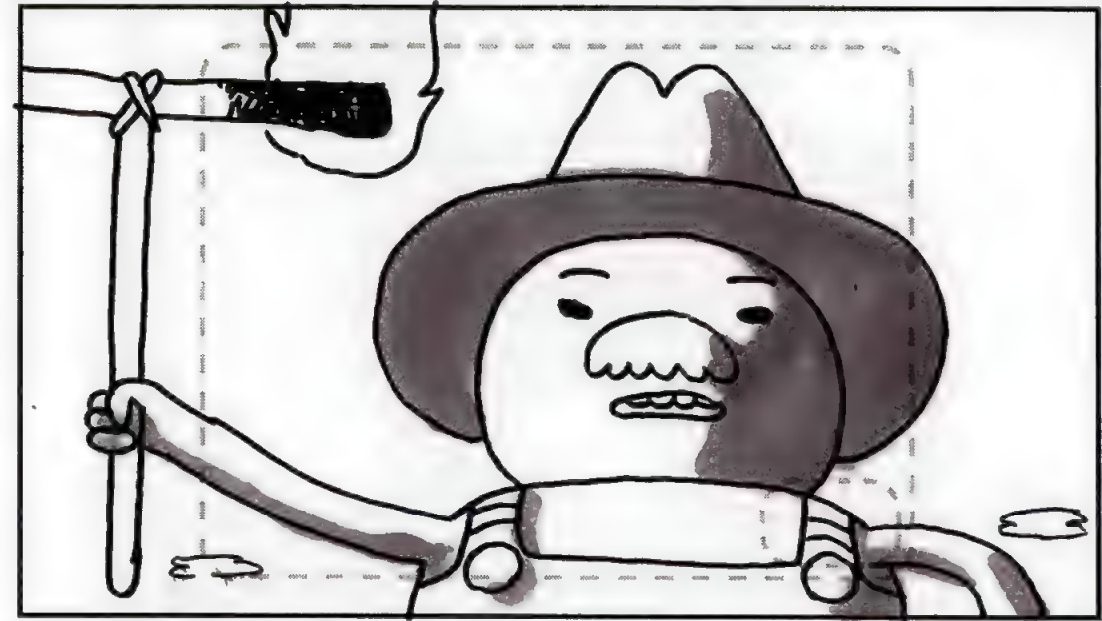
1034/212



ADVENTURE TIME

Ho
cut

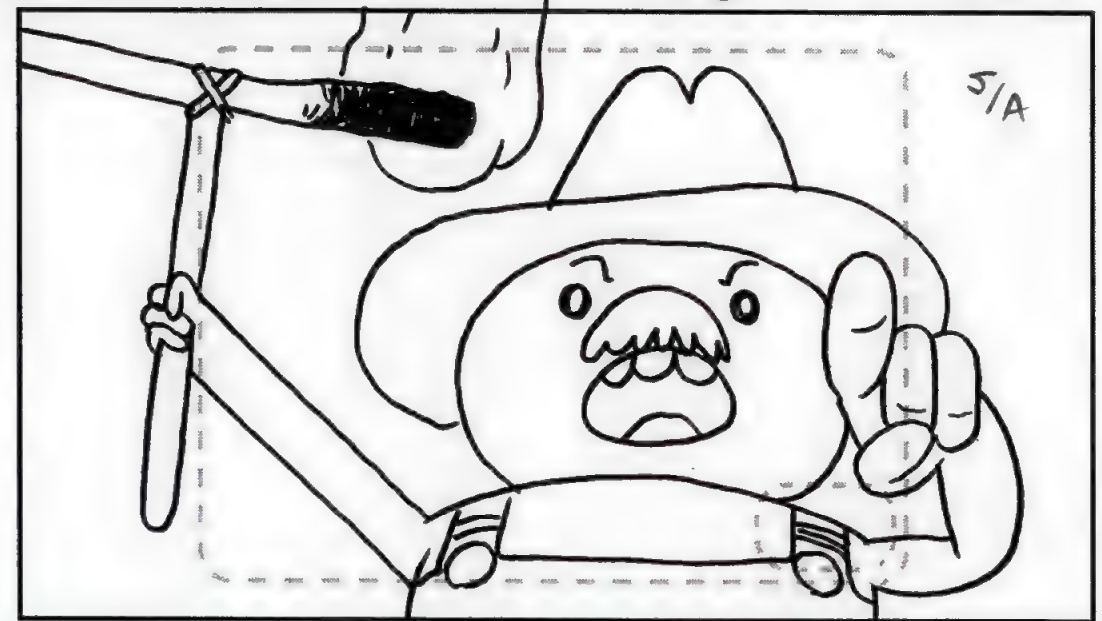
Sc. 168 Pnl. A Bg. day night



Sc. 168 *cont* Pnl. B Bg. day night

Page 225

cut



Dialog: CD/ And we took care of her real nice

CD/ You Vampire hugger!

Action:

MAR 24 2015

Timing:

EPISODE #

1034-212

Production:

1034/212

1034/212

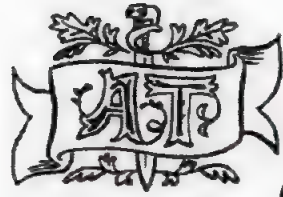
1034/212

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ADVENTURE TIME

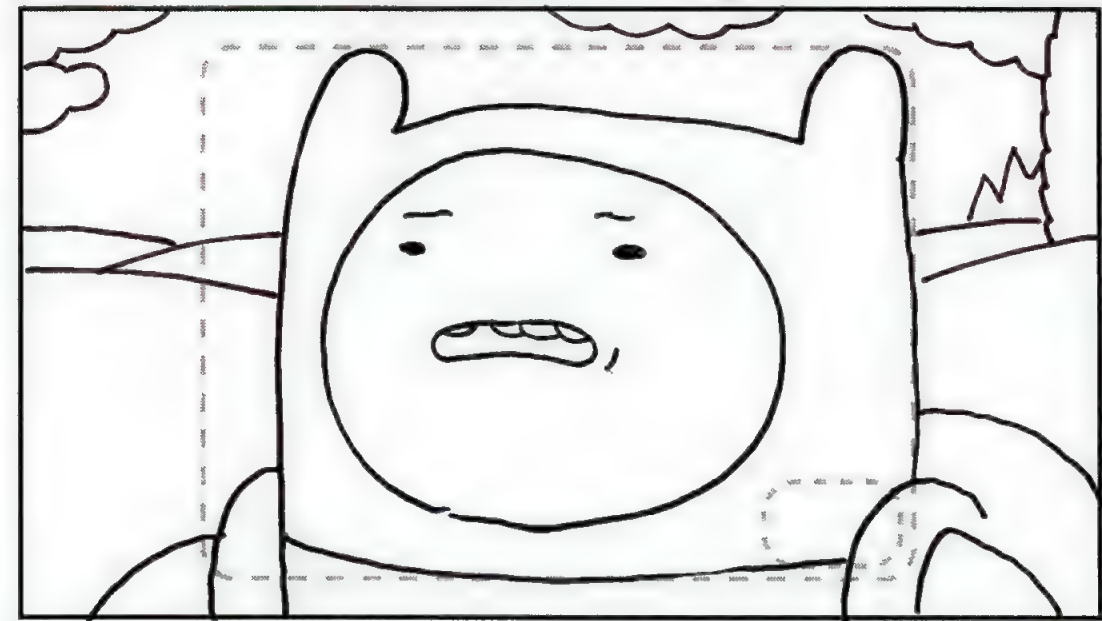


Sc. 169

Pnl. A

Bg.

day night

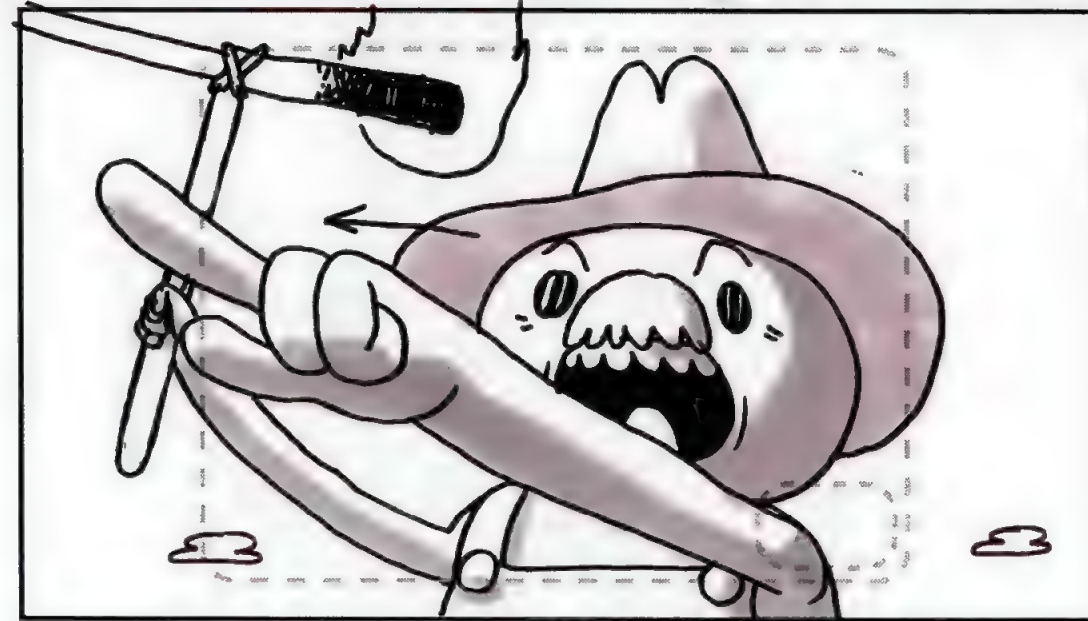


Sc. 170

Pnl. A

Bg.

day night



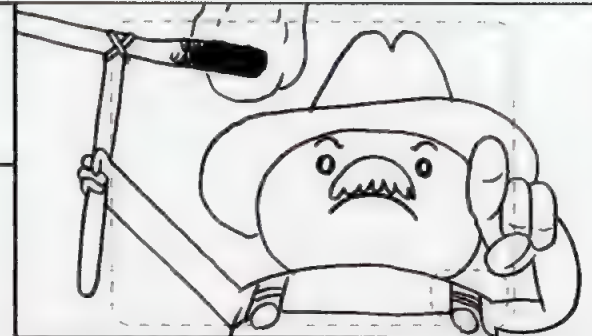
Dialog:

Finn / wait what?

CD / Lookum yonder!

Action:

Timing:



(AI)

MAR 24 2015

Production:

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1034'212

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Ho Cut

ADVENTURE TIME



Ho Cut

227

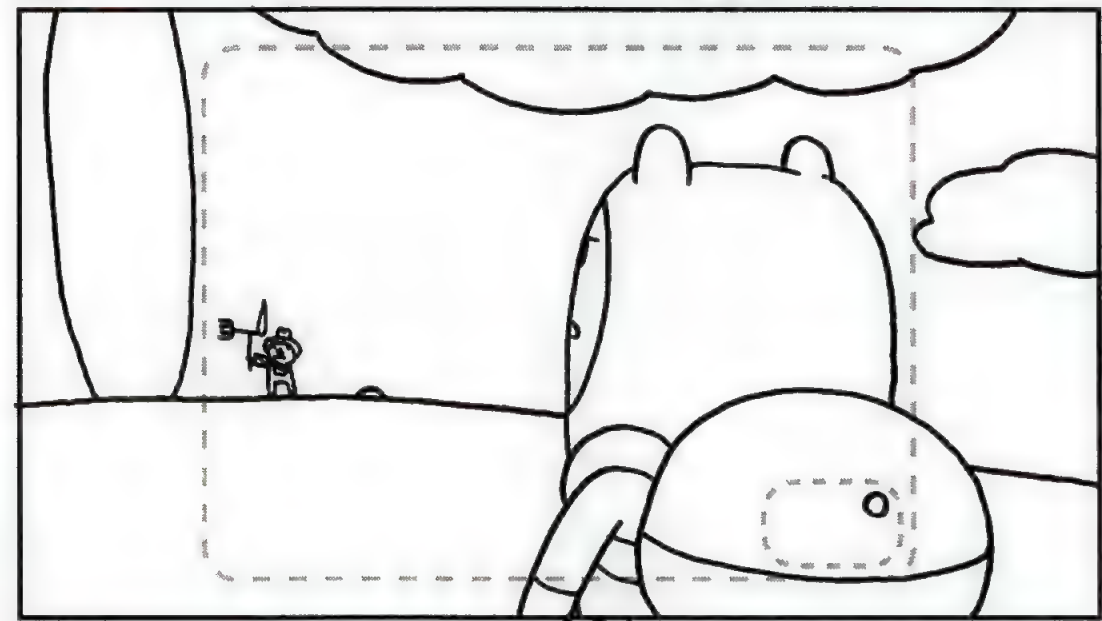
Ho Cut

Sc. 171

Pnl. A

Bg.

day night




Sc. 172

Pnl. A

Bg.

day night



Dialog:	Finn/ What the bloood?	villagers (distant chanting) / vamp! vamp!
Action:		
Timing:		MAR 24 2015

EPISODE #

Production:

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1034/212

1034/212

1034/212

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HO
cut

ADVENTURE TIME



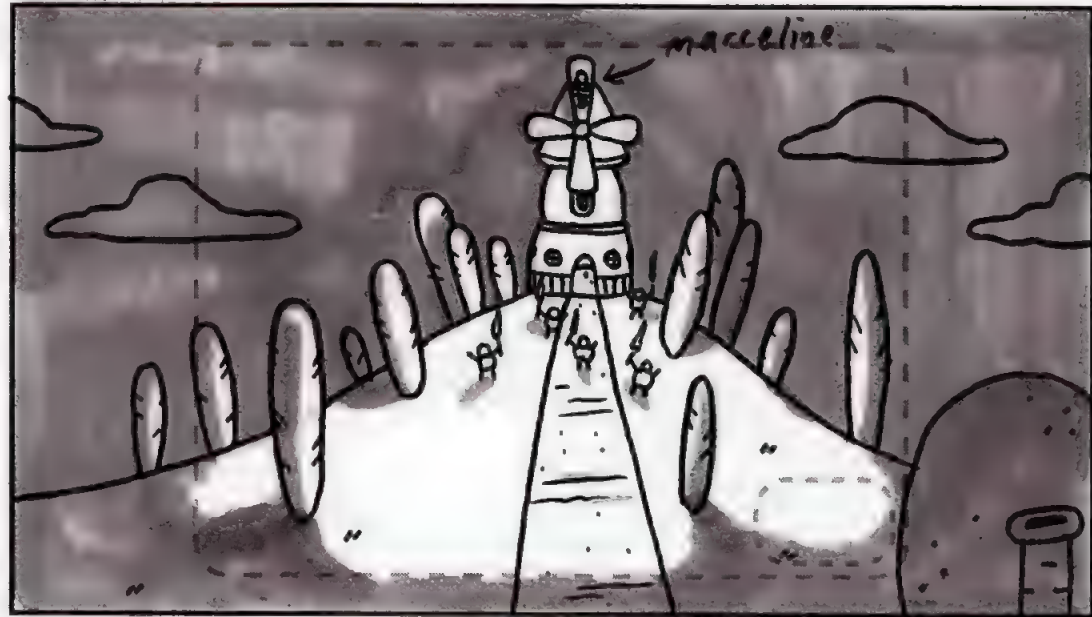
HO
cut

Sc. 173

Pnl. A

Bg.

day night



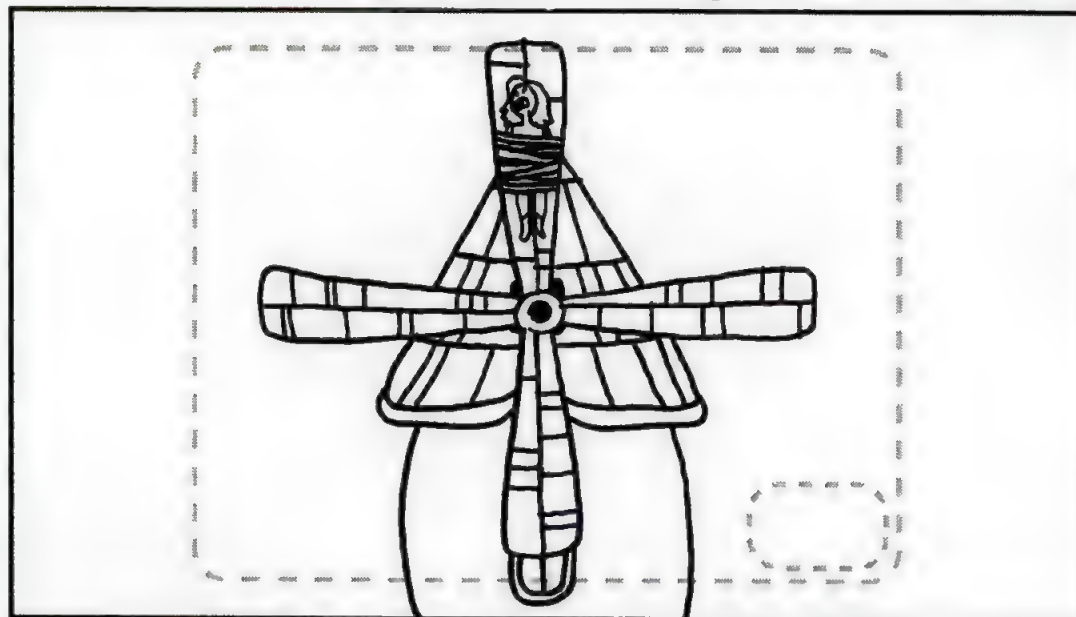
Sc. 174

Pnl. A

Bg.

Page 228
day night

HO
cut



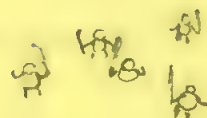
Dialog:

villagers/ vamp! vamp!

Action:

(A1)

Timing:



villagers/ vamp! vamp!



- JUMP CUTS

- MARCELINE TIED TO WINDMILL VAMP

MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

1034/212

HW
cut

ADVENTURE TIME



Page **229**

cut

Sc. 175

Pnl. A

Bg.

day night



Sc. 175 *cont* Pnl. B

Bg.

day night



Dialog:

Marceline / UHN!
burn bags!

yov dumb

m / eh gh

Action:



Timing:

MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

1034/212

1034/212



ADVENTURE TIME

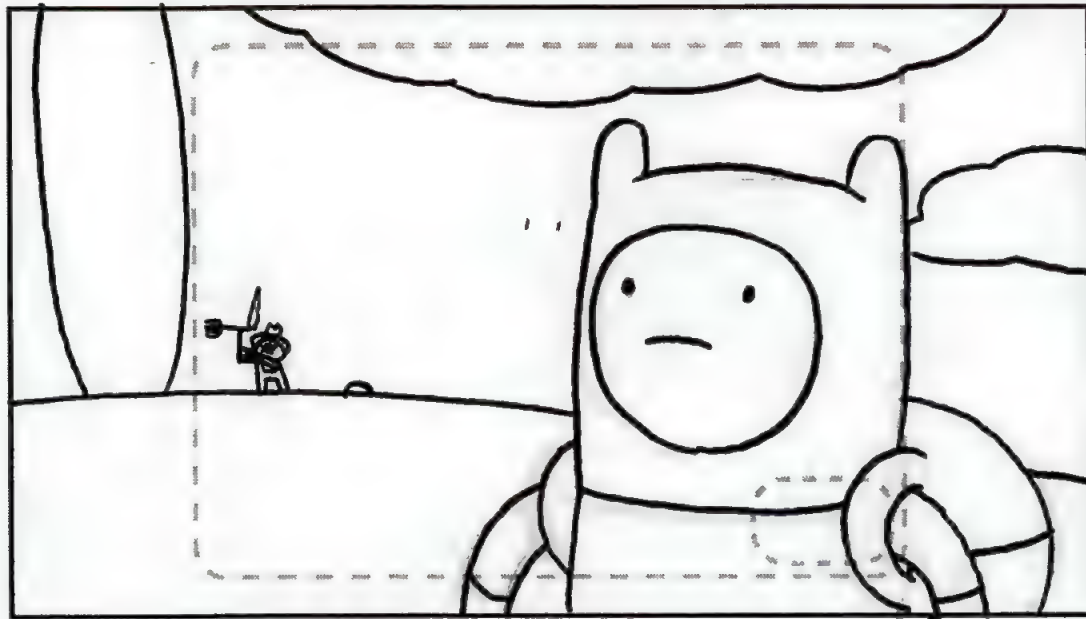
Page **230**

Sc. 176

Pnl. A

Bg.

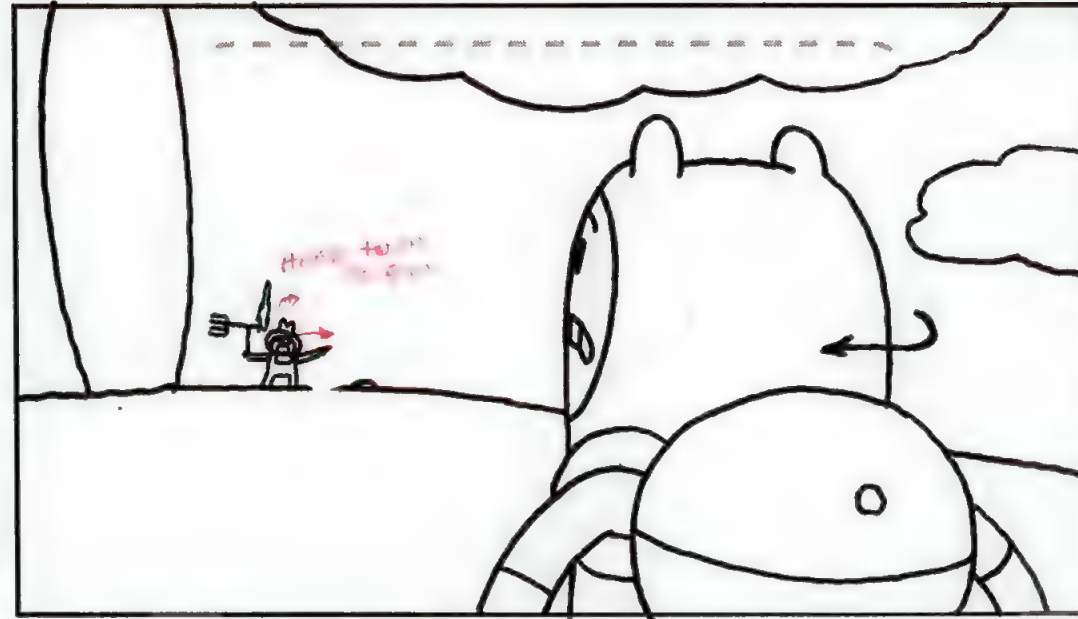
day night



Sc. 176 **CONT** Pnl. B

Bg.

day night



Dialog:

Finn/ \equiv GASP \equiv

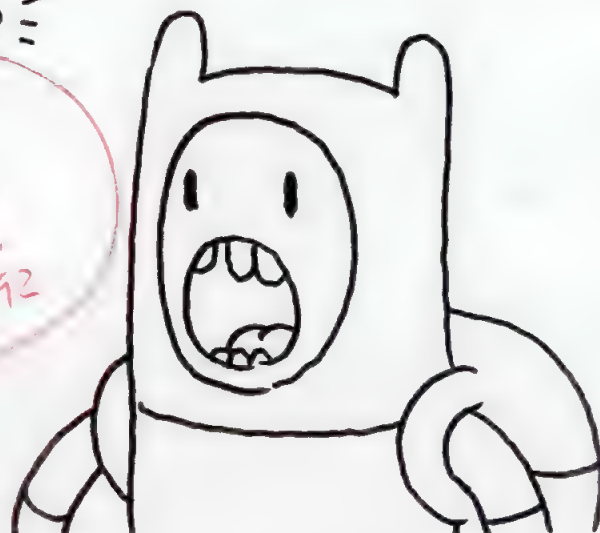
**start color*

Action:

X-Diss

*Sc 176 to EOP.
Sc 192*

Timing:



cloud Dance/ Now LOOK at the other yonder!

MAR 24 2015

EPISODE #

Production:

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1034/212

ADVENTURE TIME



Sc. 176 *cont*

Bg.

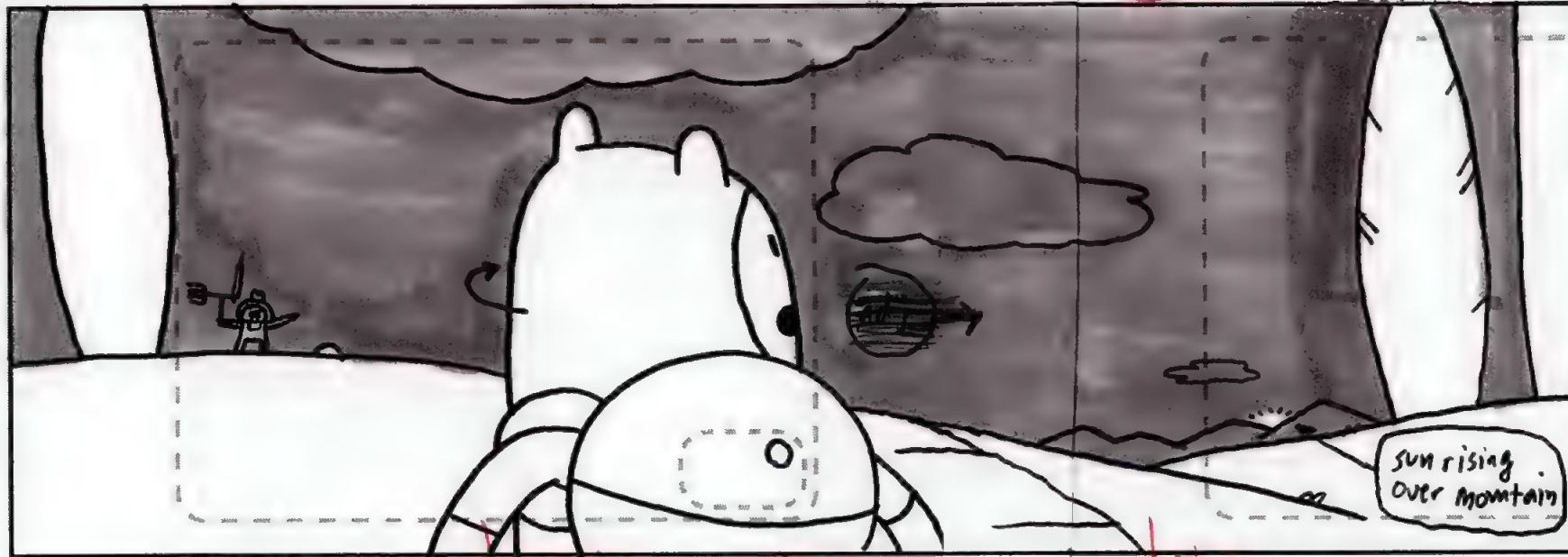
day



l.

Bg.

Page *231*
day night



Dialog:

Finn / Haahnn??

Action:

- F. TURNS HEAD
- PAN RIGHT.

MAR 24 2015

Timing:

EPISODE #

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1034/212

Production:

1034/212

HU
CST

ADVENTURE TIME



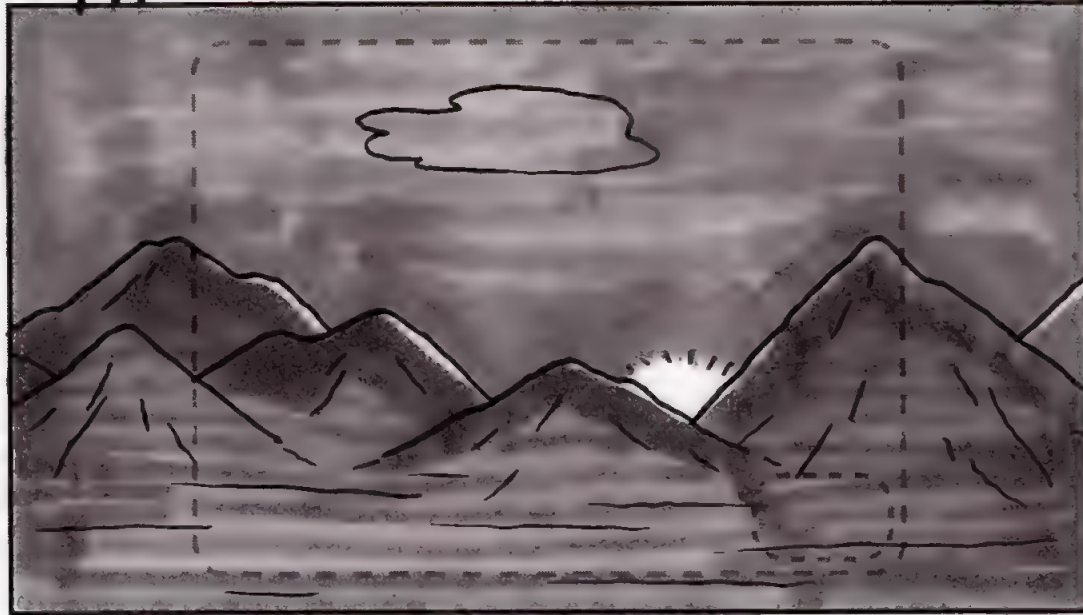
Page **238** HU
CST

Sc. **177**

Pnl. **A**

Bg.

day night

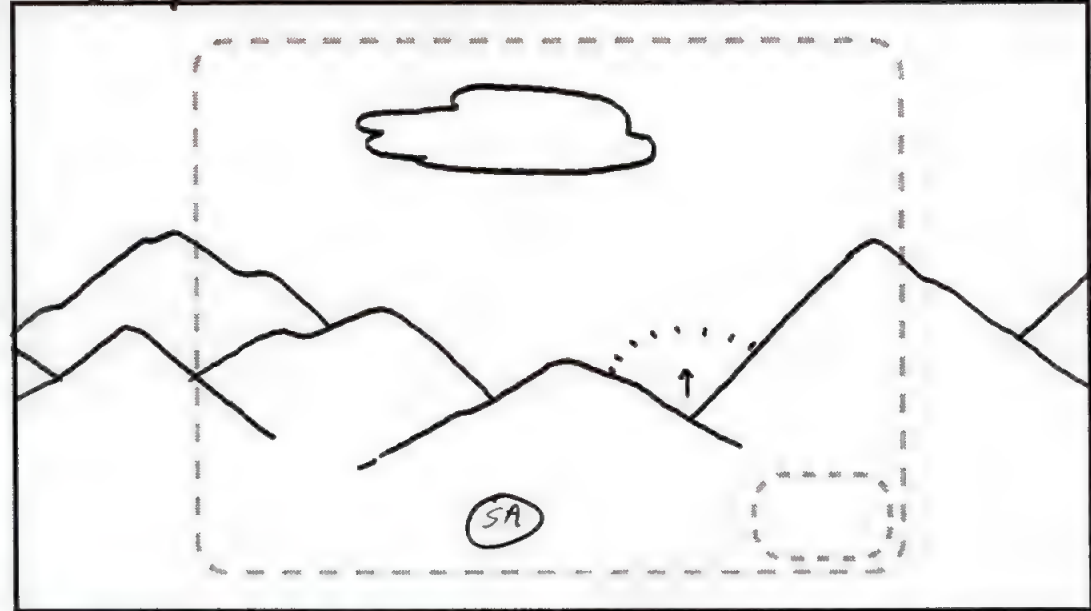


Sc. **177 cont**

Pnl. **B**

Bg.

day night



Dialog:

Finn / ^(VO) OH FUDGE !!

Action:

ambient light rising over mountain

MAR 24 2015

Timing:

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Production:

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1034/212

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HW
cut

ADVENTURE TIME

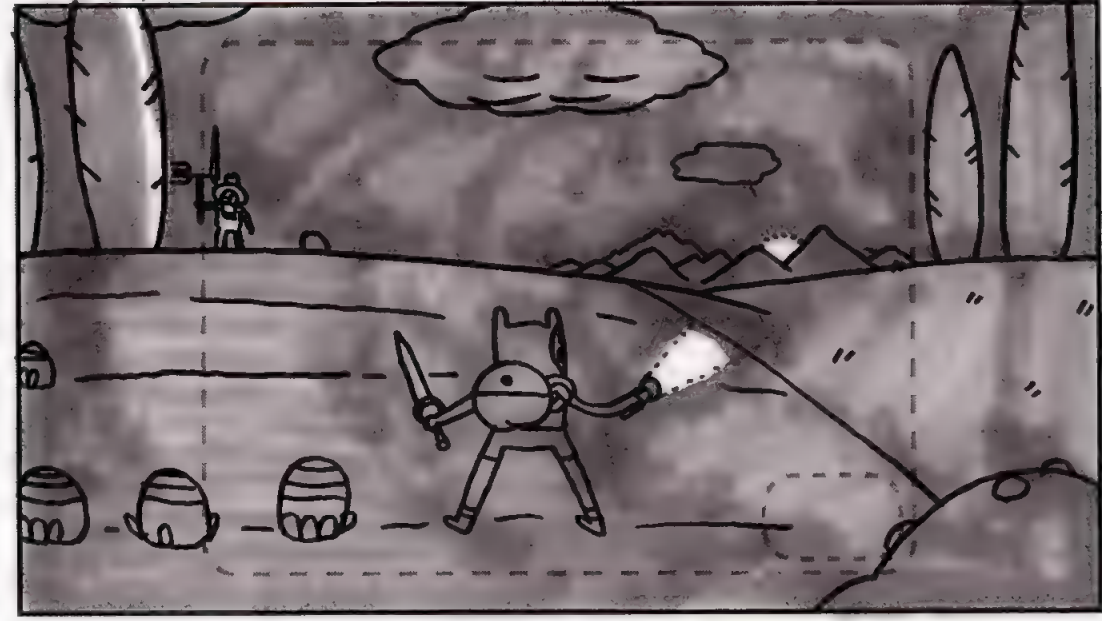


Sc. 178

Pnl. A

Bg.

day night

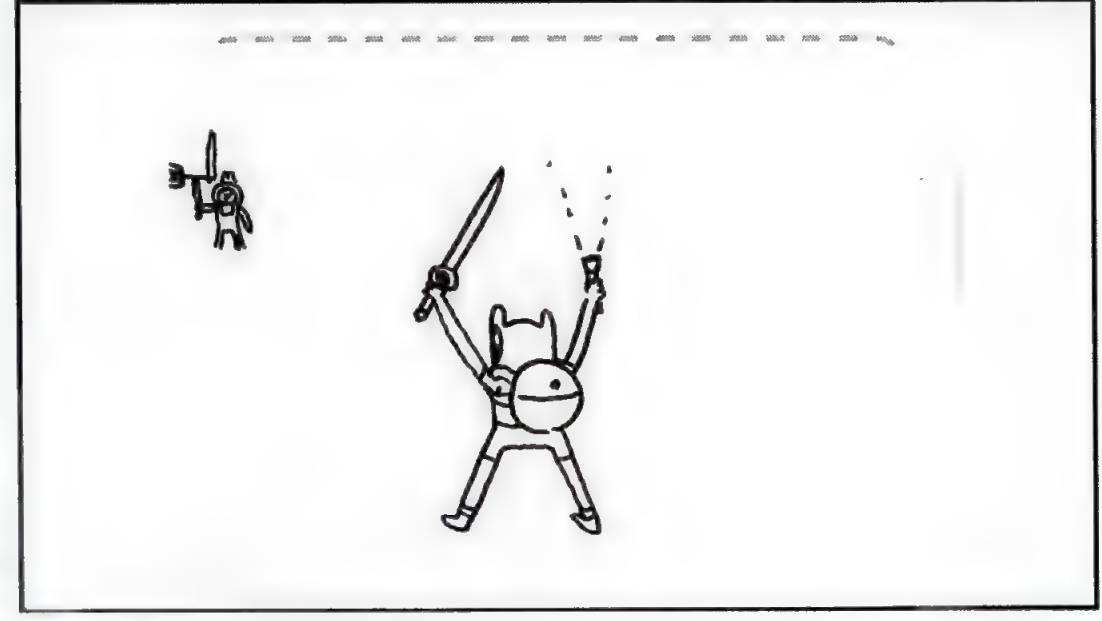


Sc. 178 *cont* Pnl. B

Bg.

Page 233
day night

HW
cut



Dialog:	<u>Finn</u> / You're sick man!	<u>Finn</u> / What's wrong with you !?
Action:		
Timing:		

slowly
RISES

(A)

MAR 24 2015

EPISODE #

Production:

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1034/212

1034/212

HO
CUT

ADVENTURE TIME

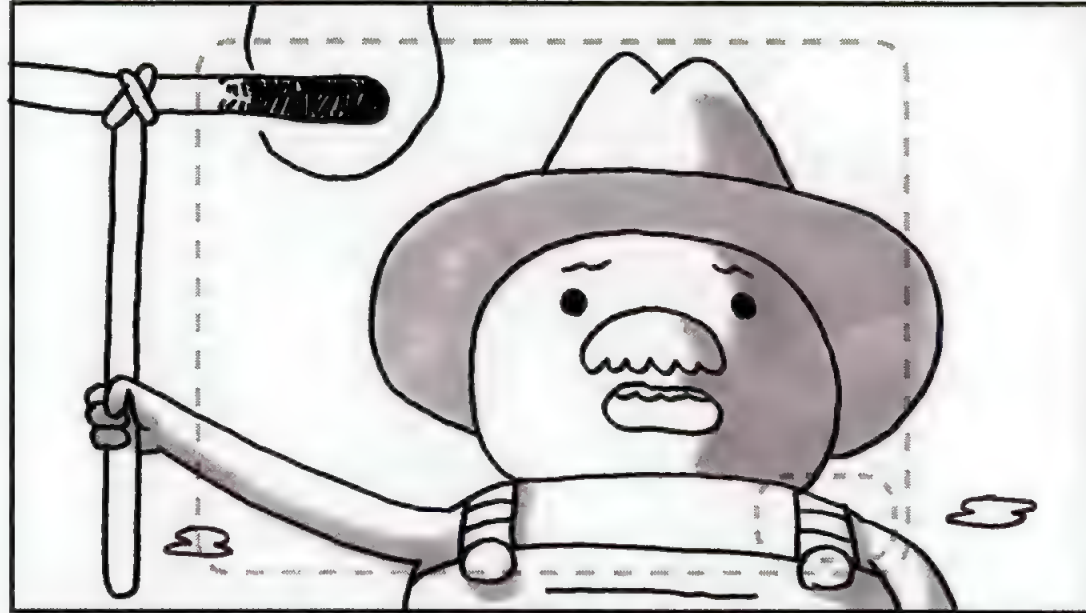


Sc. 179

Pnl. A

Bg.

day night

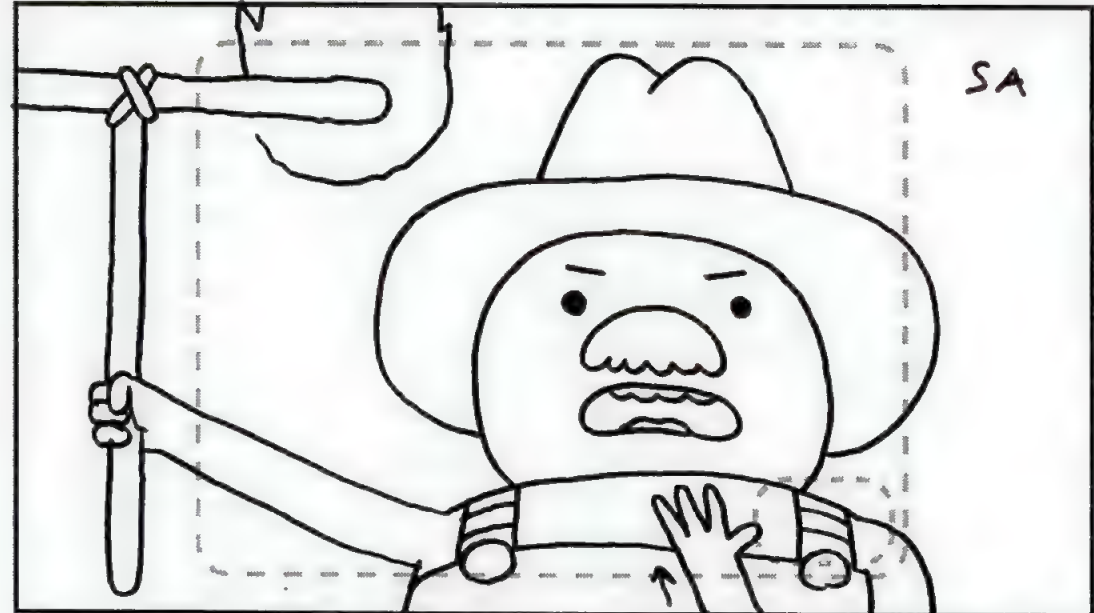


Sc. 179

cut Pnl. B

Bg.

day night



234

HO
CUT

Dialog: CD/ NO what?!

CD/ I'm the good guy here!

Action:

MAR 24 2015

Timing:

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Production:

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1034/212

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Hu cut

ADVENTURE TIME



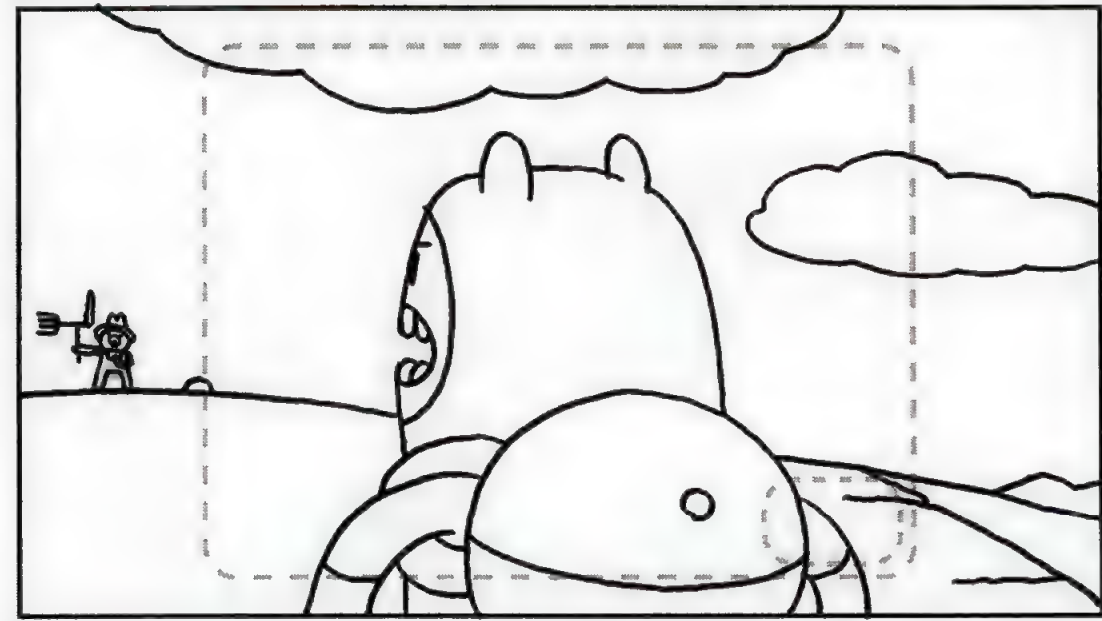
Cut

Sc. 180

Pnl. A

Bg.

day night

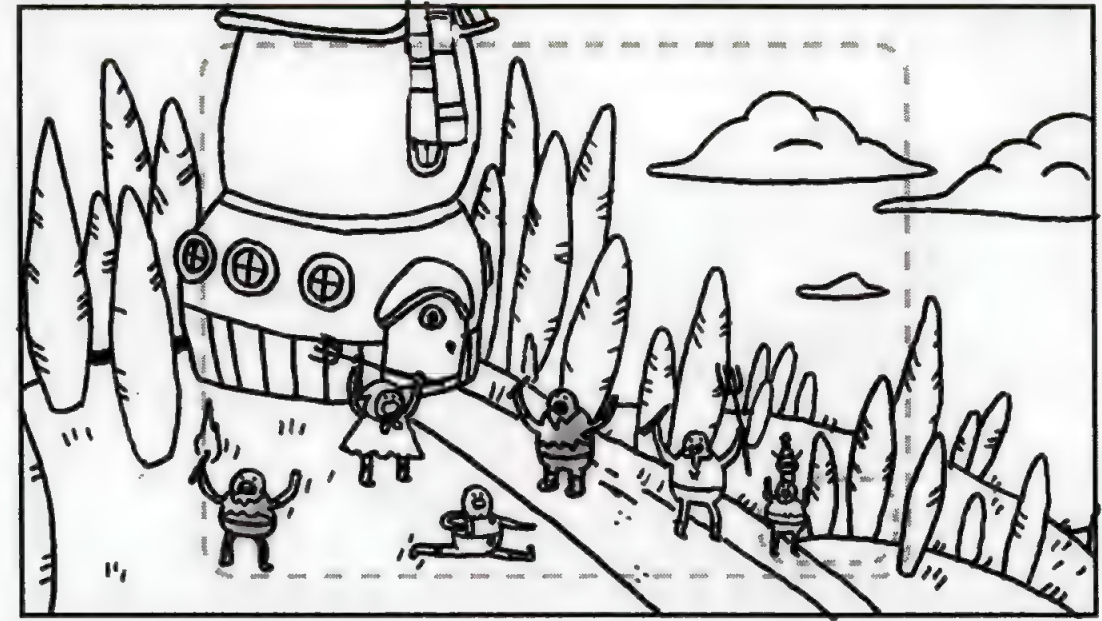


Sc. 181

Pnl. A

Bg.

day night



Page 235

Cut

1034-212

EPISODE #

1034/212

Dialog:	Finn/ You're gonna explode my friend!	Villagers/ BLOW HER UP! BLOW HER UP!
Action:		
Timing:		

(A)

3

MAR 24 2015

Production:

1034/212

ADVENTURE TIME



Handwritten: *cut*

Page **236**
day night

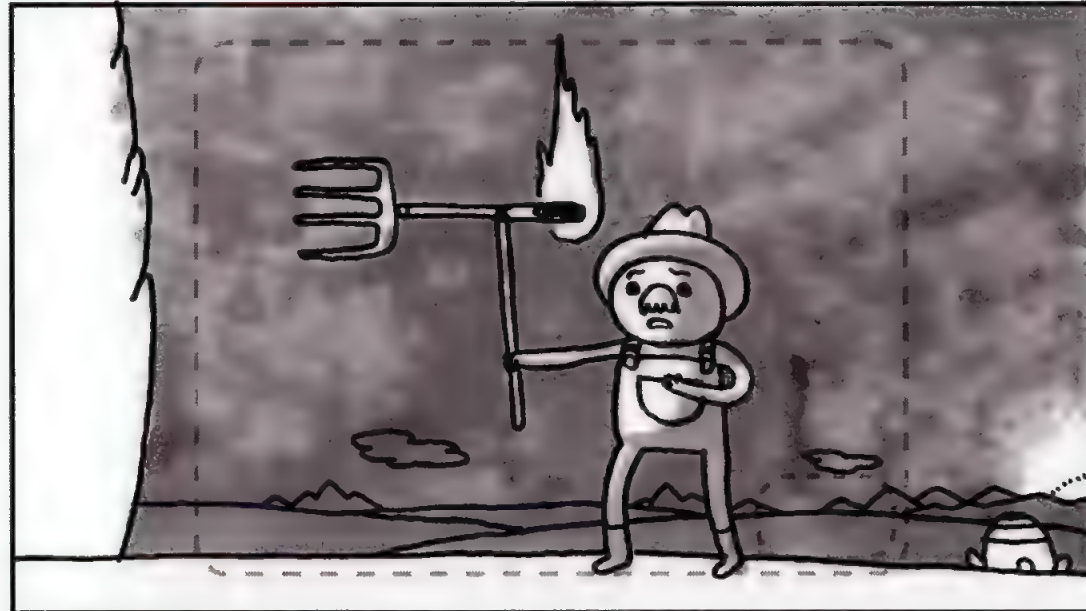
Handwritten: *cut*

Sc. 182

Pnl. A

Bg.

day night

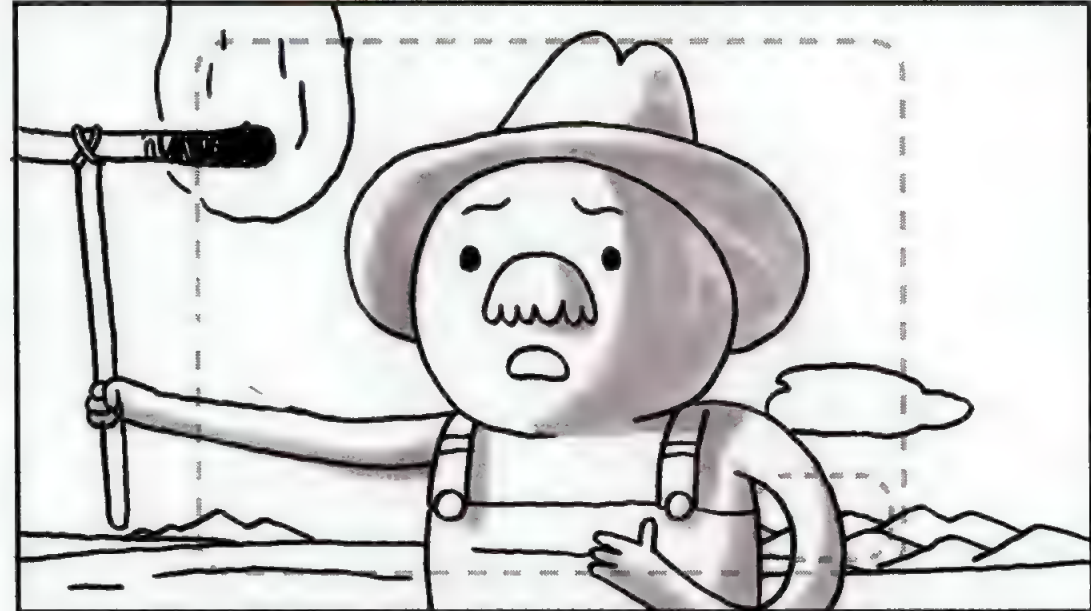


Sc. 183

Pnl. A

Bg.

day night



1034-212

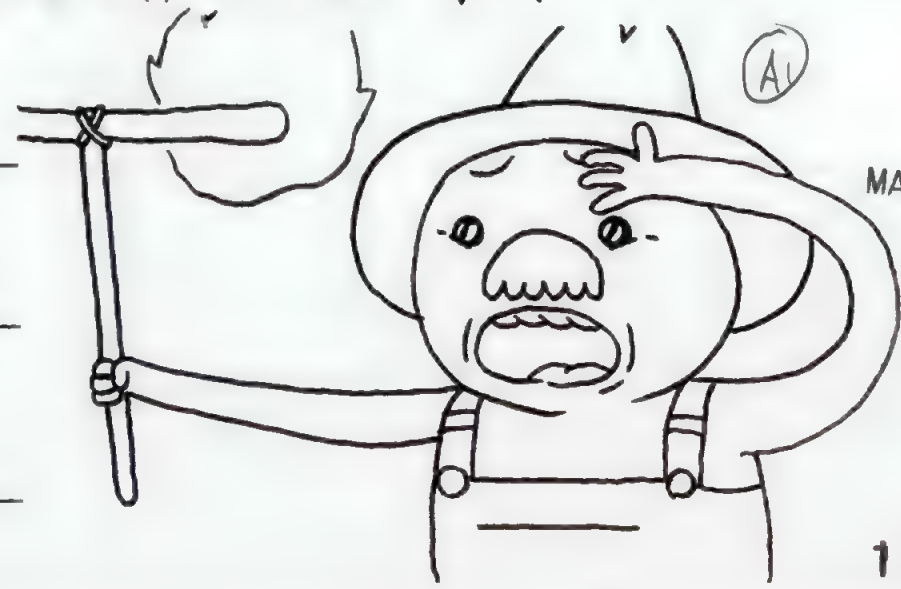
EPISODE #

1034/212

Dialog: *Cloud Dancel Oh flip you're right. —————> THIS IS WAY messed up!!*

Action:

Timing:



MAR 24 2015

P

1034/212

1034'212

cut

ADVENTURE TIME



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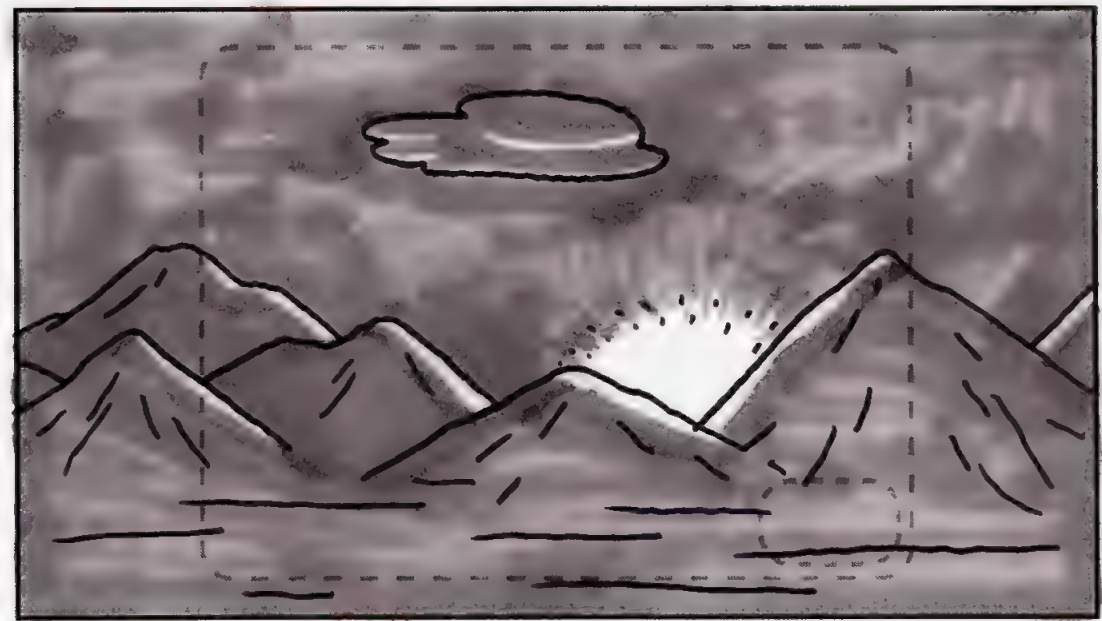
cut

Sc. 184

Pnl. A

Bg.

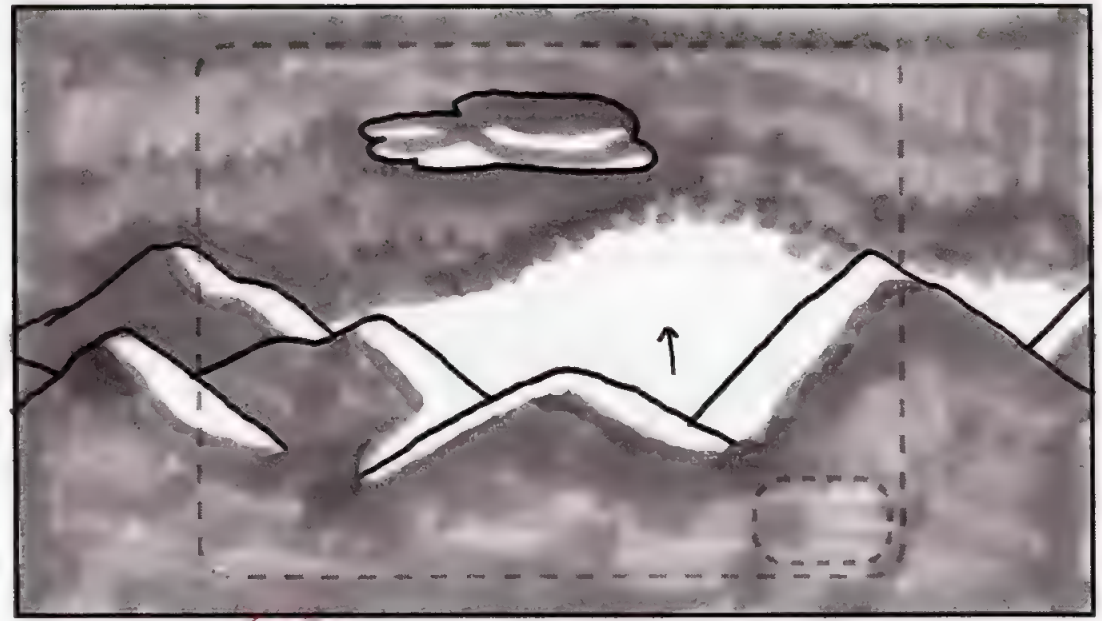
day night



Sc. 184 *cont* Pnl. B

Bg.

day night



Dialog:

(VO)
Cloud Dance / RUN FINN!

(VO)
CD / YOV GOTTA BEAT THE SUN!!

Action:

Timing:

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Production:

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HU
Cut

ADVENTURE TIME



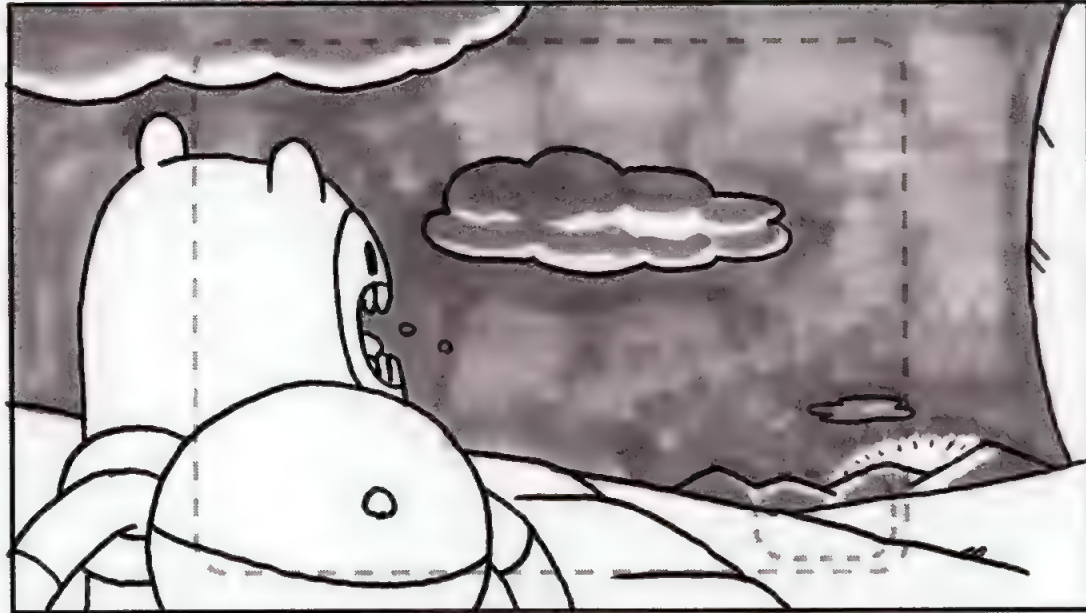
Page **238**

Sc. 185

Pnl. A

Bg.

day night

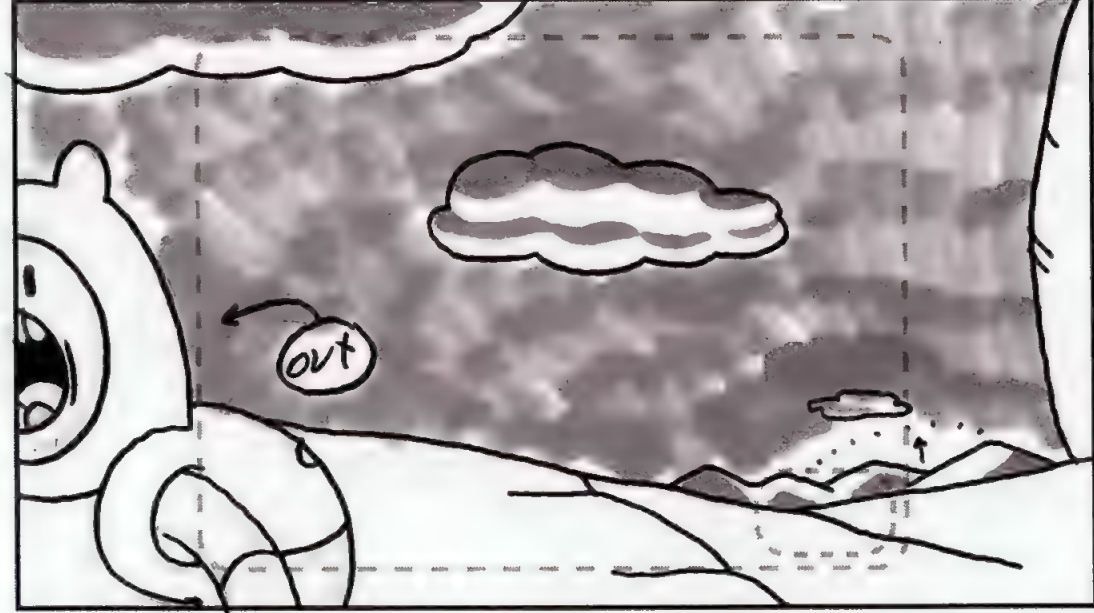


Sc. 185 **CONT**

Pnl. B

Bg.

day night



Cut

Dialog:

Finn / SHAIK

Cloud Dance / ^(O/S) GO FINN!!

Action:

MAR 24 2015

Timing:

EPISODE #

Production:

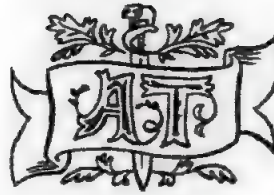
1034-212

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1034/212

1034/212

ADVENTURE TIME



Sc. 186

Pnl. A

Bg.

day night

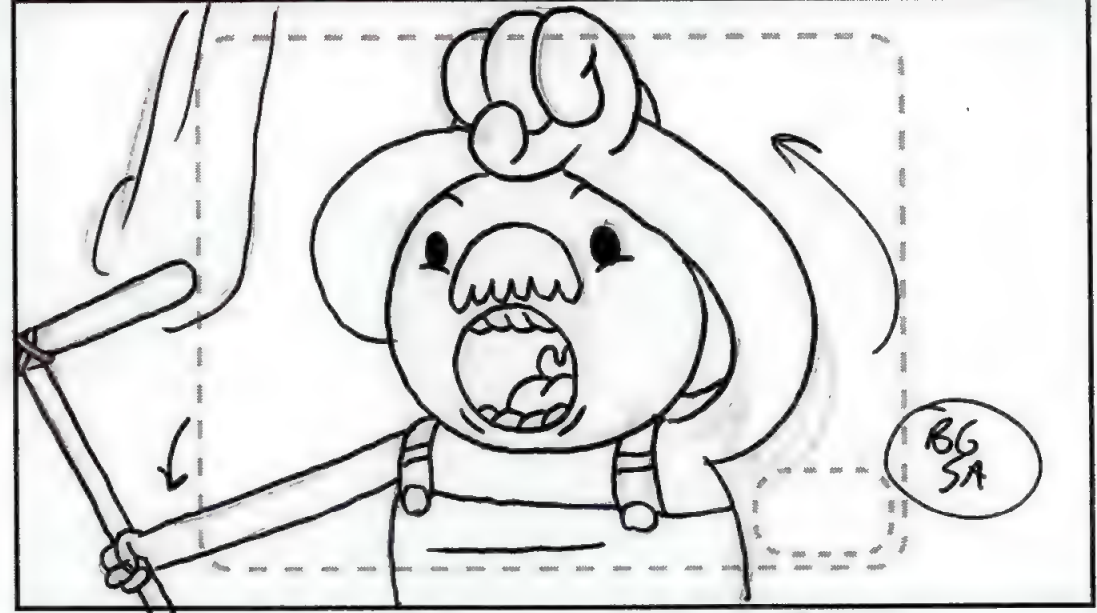


Sc. 186 *cont*

Pnl. B

Bg.

Page 239
day night



Dialog:

cloud Dance / G O O O O !!

Action:

glow of light growing in BG

MAR 24 2015

Timing:

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Production:

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1034/212

1034/212

cut

ADVENTURE TIME



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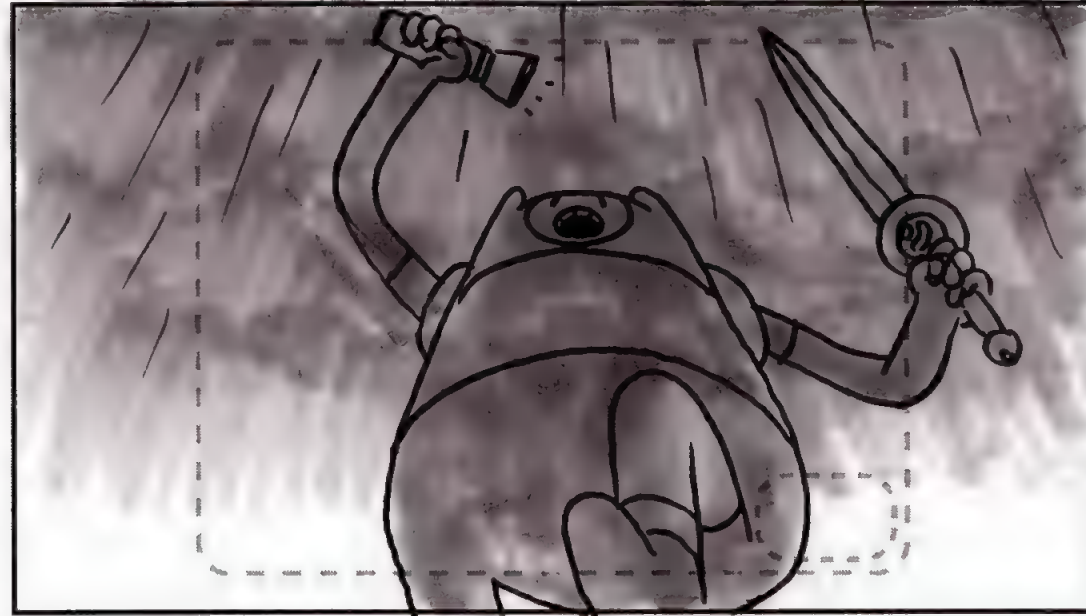
cut

Sc. 187

Pnl. A

Bg.

day night

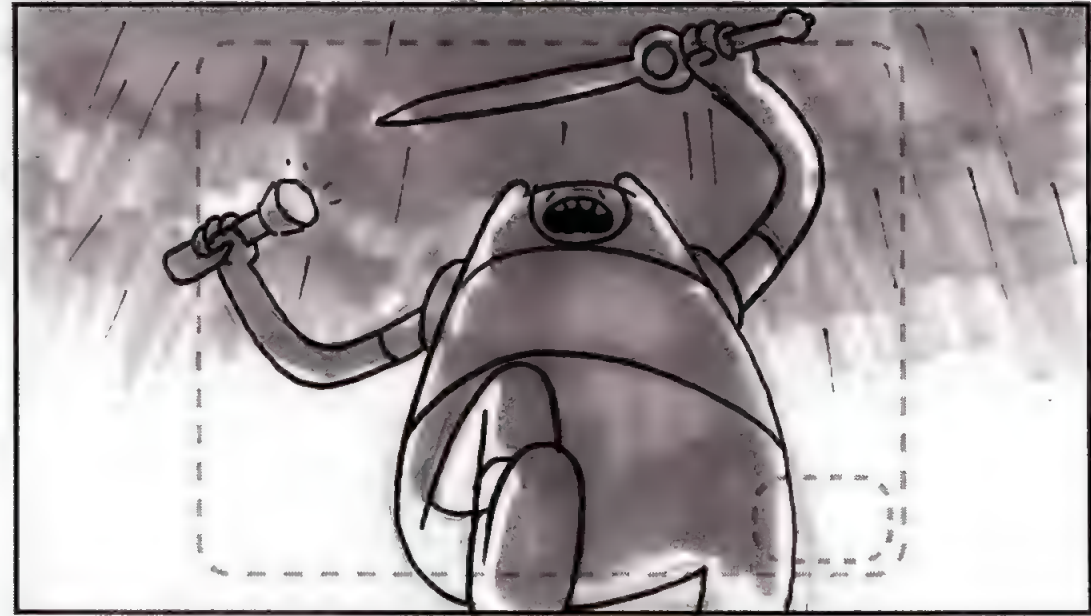


Sc. 187 CONT

Pnl. B

Bg.

day night



Dialog:	<u>Finn</u> / AAAAA!!	
Action:	light of sun rising behind Finn as he runs	MAR 24 2015
Timing:		

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Production:

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Cut

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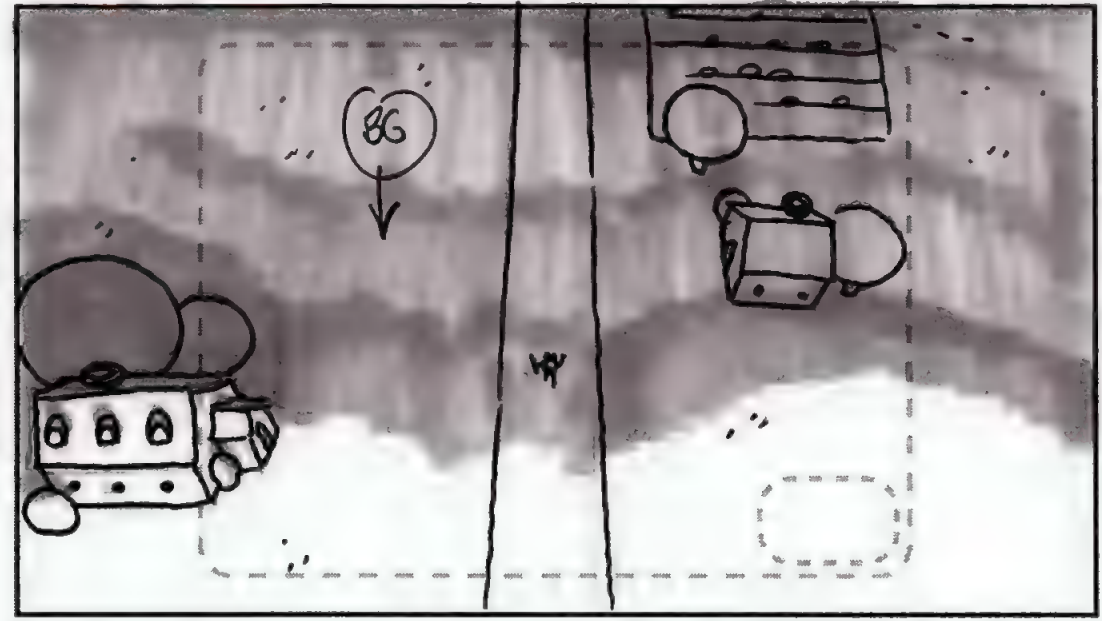


Sc. 188

Pnl. A

Bg.

day night

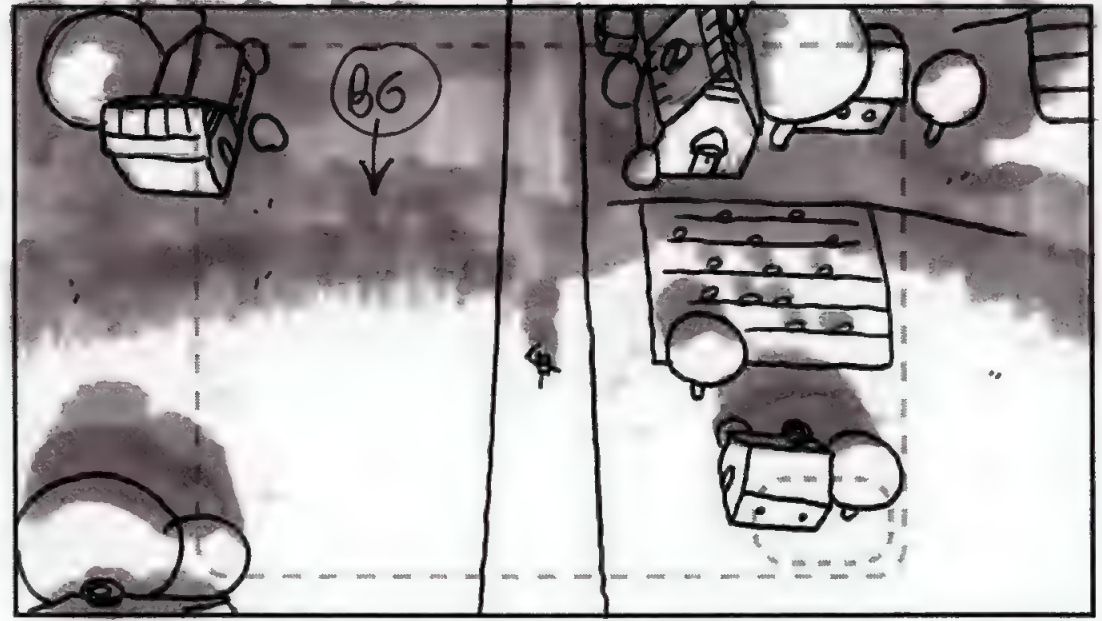


Sc. 188 *cont*

Pnl. B

Bg.

day night



Dialog:	FINN/ AAAAAHHHHHHHHHHHHHHH!!!!	
Action:	- LIGHT GAINS ON FINN	- SUN PASSES FINN
Timing:		

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Production:

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1034/212

1034/212

ADVENTURE TIME



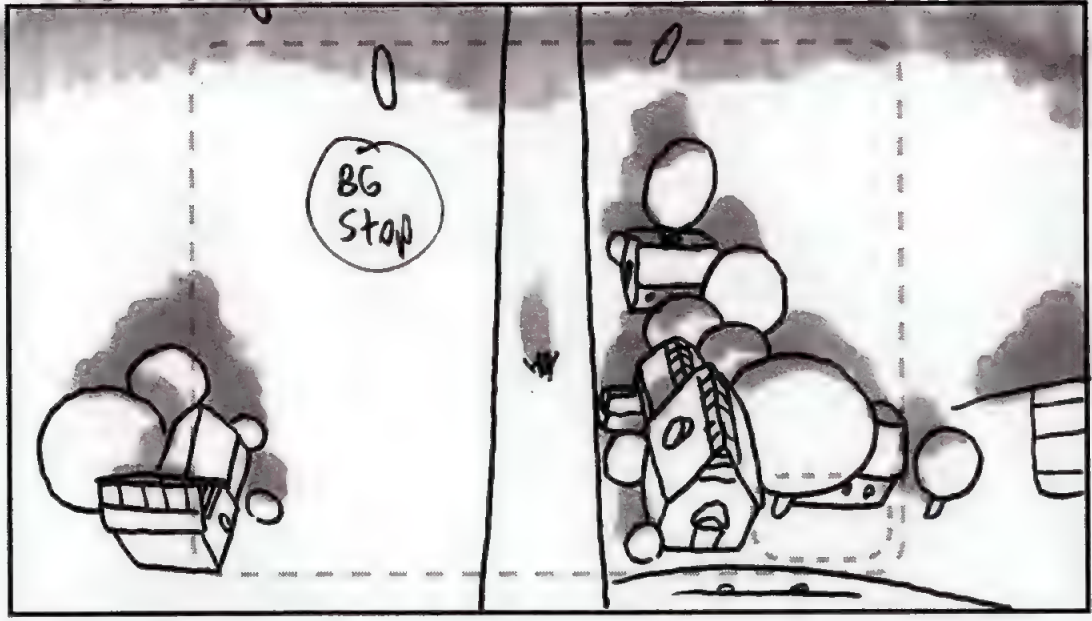
Hu
ant

242

Sc. 188 *cont* Pnl. C

Bg.

day night



Sc. 189

Pnl. A

Bg.

day night



Dialog:

Finn/ OOFF!

Action:

- Finn trips on the ground

Timing:

Finn/ :HVFF HVFF! :



MAR 24 2015

EPISODE #

1034-212

1034/212

Production:

1034/212

ADVENTURE TIME



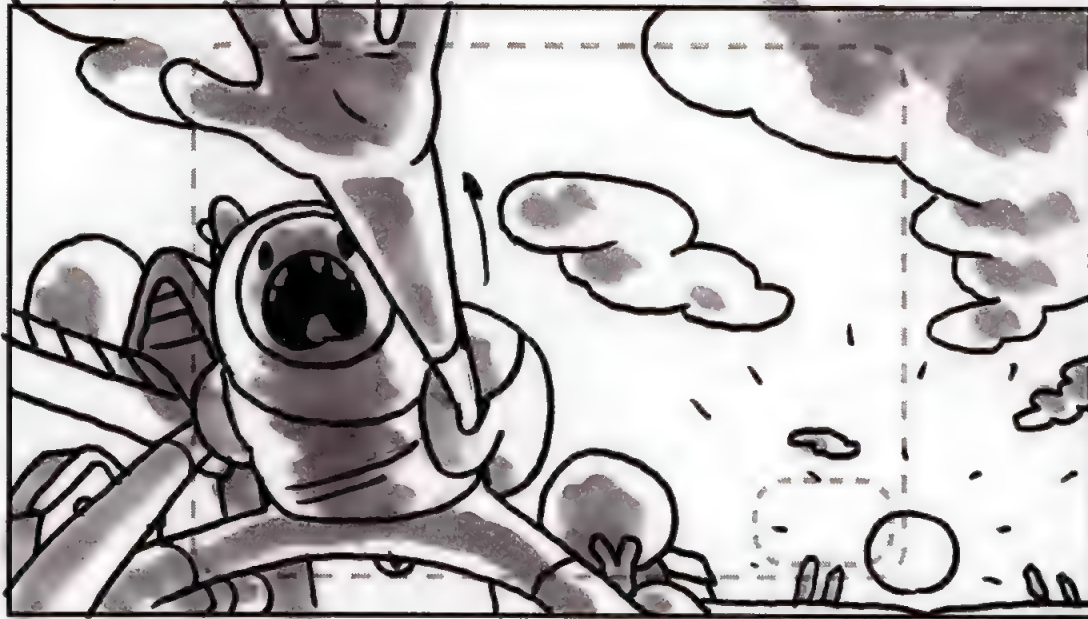
Handwritten: Hw
Curt

Page **243**
day night

Sc. **189 cont** Pnl. **B**

Bg.

day night

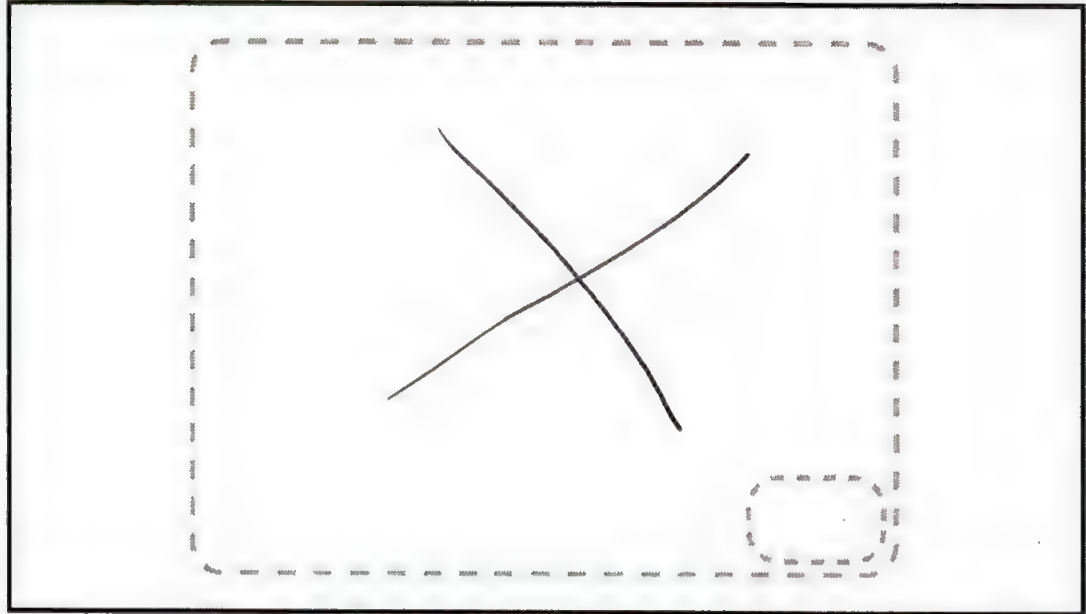


Sc.

Pnl.

Bg.

day night



Dialog:

Handwritten: Finn/ Marceline NOO!!

Action:

MAR 2 4 2015

Timing:

EPISODE #

1034-212

1034/212

Production:

1034/212

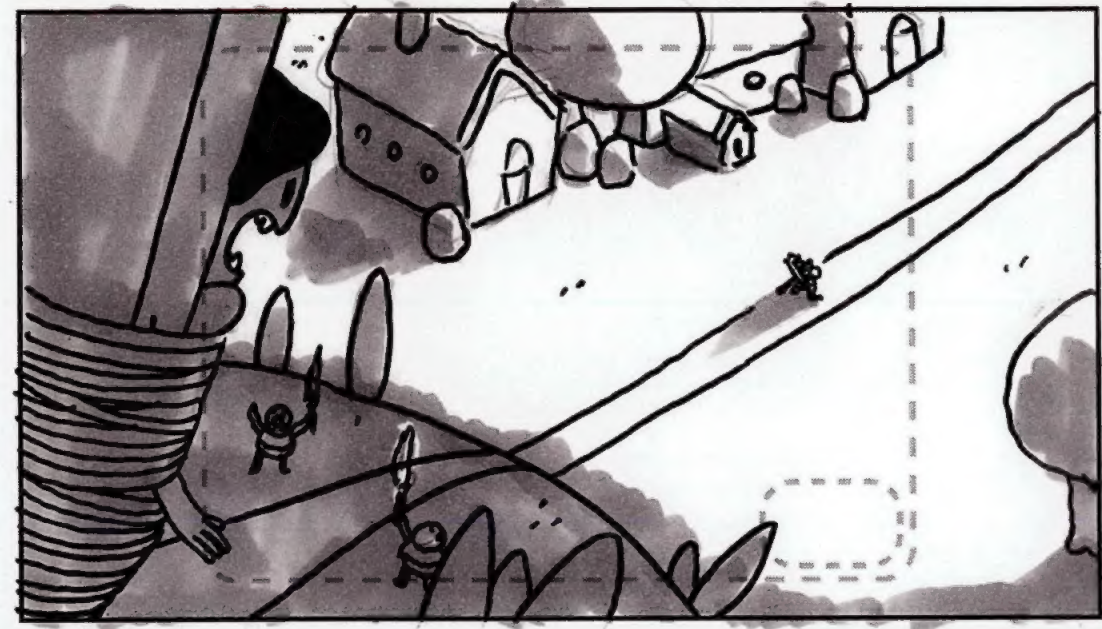
HW
cut

ADVENTURE TIME

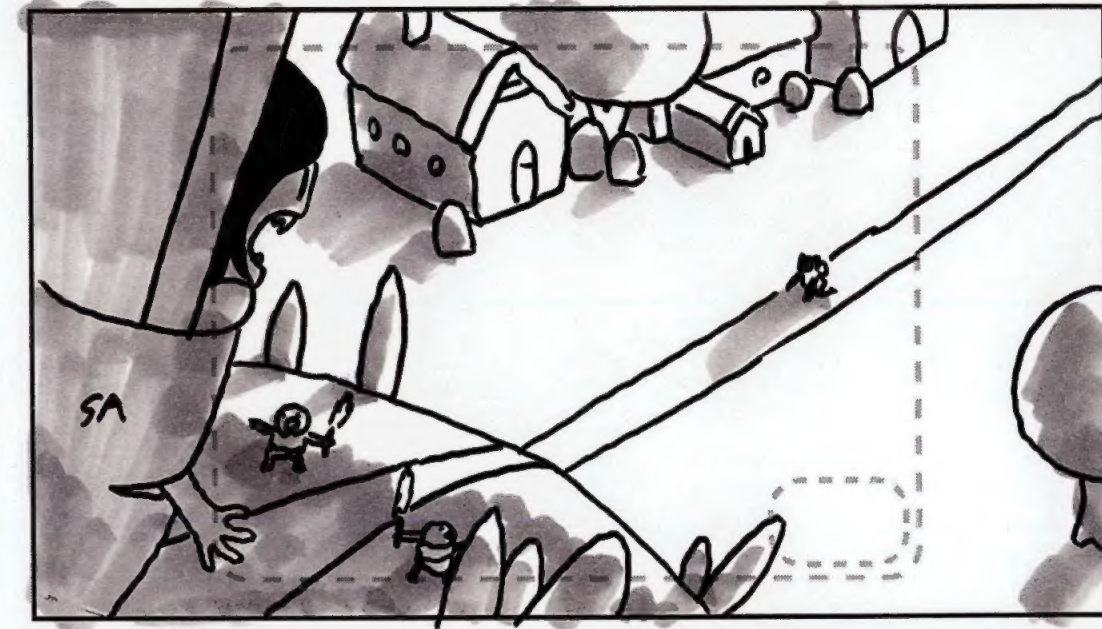


Page 244
244ANEXT
day night

Sc. 190 Pnl. A Bg. day night



Sc. 190 **CONT** Pnl. B Bg. day night



Dialog:	<u>Marceline</u> / FINN!	<u>M</u> / Don't let anyone read my diaries!
Action:		
Timing:		

MAR 24 2015

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Production: 1034/212

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1034/212

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ADVENTURE TIME

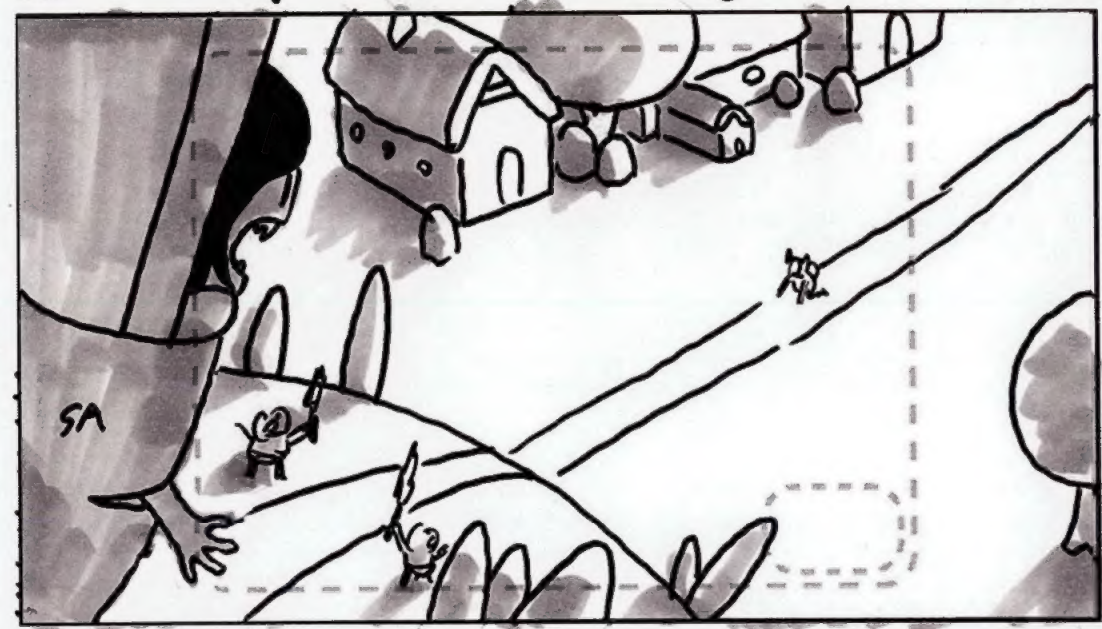


Sc. 190 *CONT*

Pnl. C

Bg.

day night

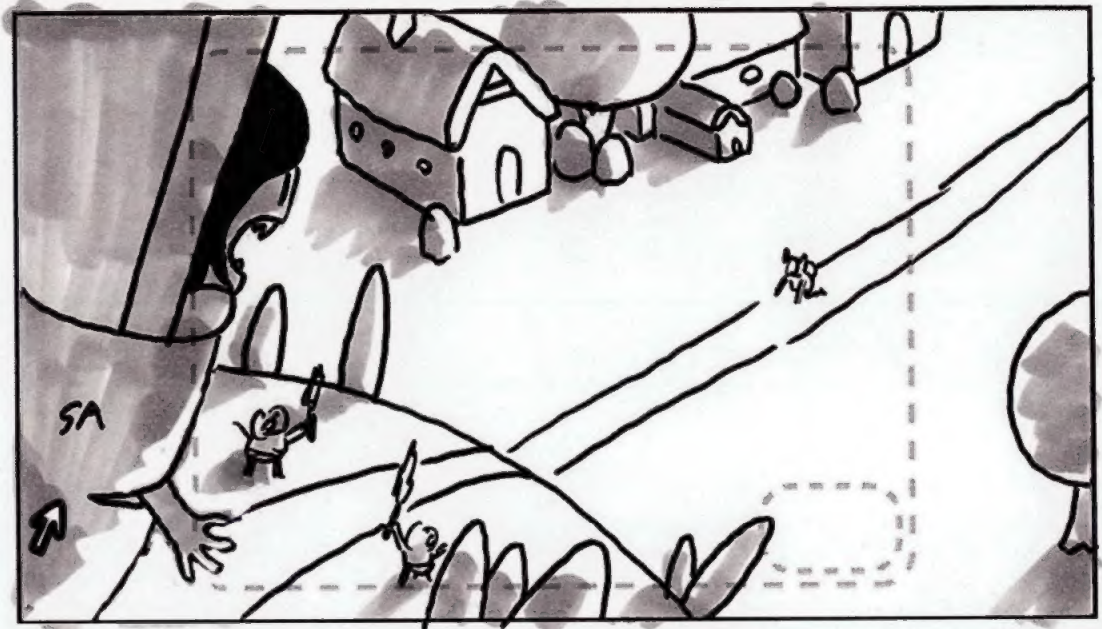


Sc. 190 *CONT*

Pnl D

Bg.

day night



Dialog:	<u>M</u> / BURN THEM FINN!
Action:	
Timing:	MAR 24 2015

EPISODE #

Production:

1034-212

1034/212

1034/212

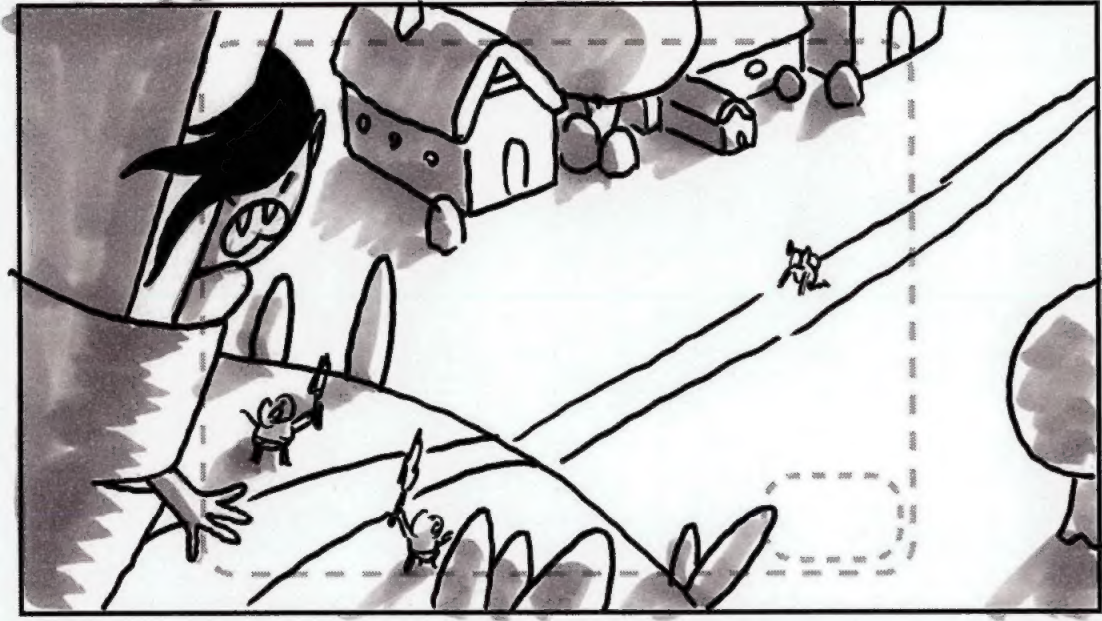
ADVENTURE TIME



170 cut

Page 245

Sc. 190 *cont* Pnl. E Bg. day night



Sc. 191 Pnl. A Bg. day night



Dialog:	M: THEY'RE embarrassi----- IIEEE!!!
Action:	
Timing:	

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ADVENTURE TIME



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Sc. 192

Pnl. B

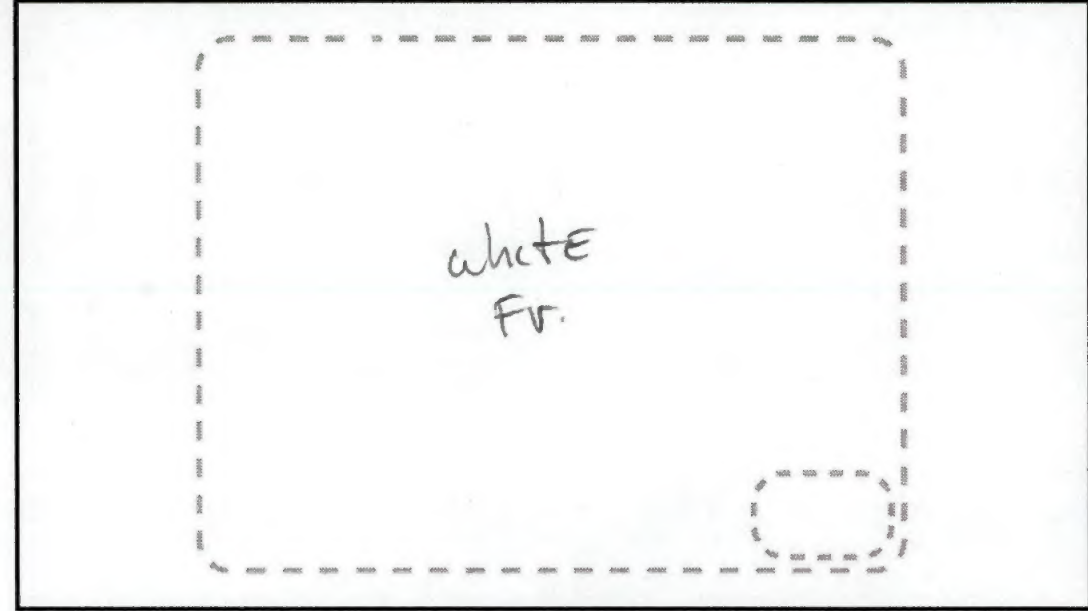
Bg.

day night

Sc. 192 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

*sun overtakes Marceline
she is bathed in light, FADE TO WHITE*

MAR 24 2015

Timing:

EPISODE #

RED

Production:

1034-212

1034/212

1034/212

1034/212